

FROM PENCIL TO PIXEL:  
THE ART OF





# FROM PENCIL TO PIXEL: THE ART OF

# STAR WARS GALAXIES™



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Krayt Dragon, Bothan Character, and Nym fighting scene published by Dark Horse Comics, Inc.

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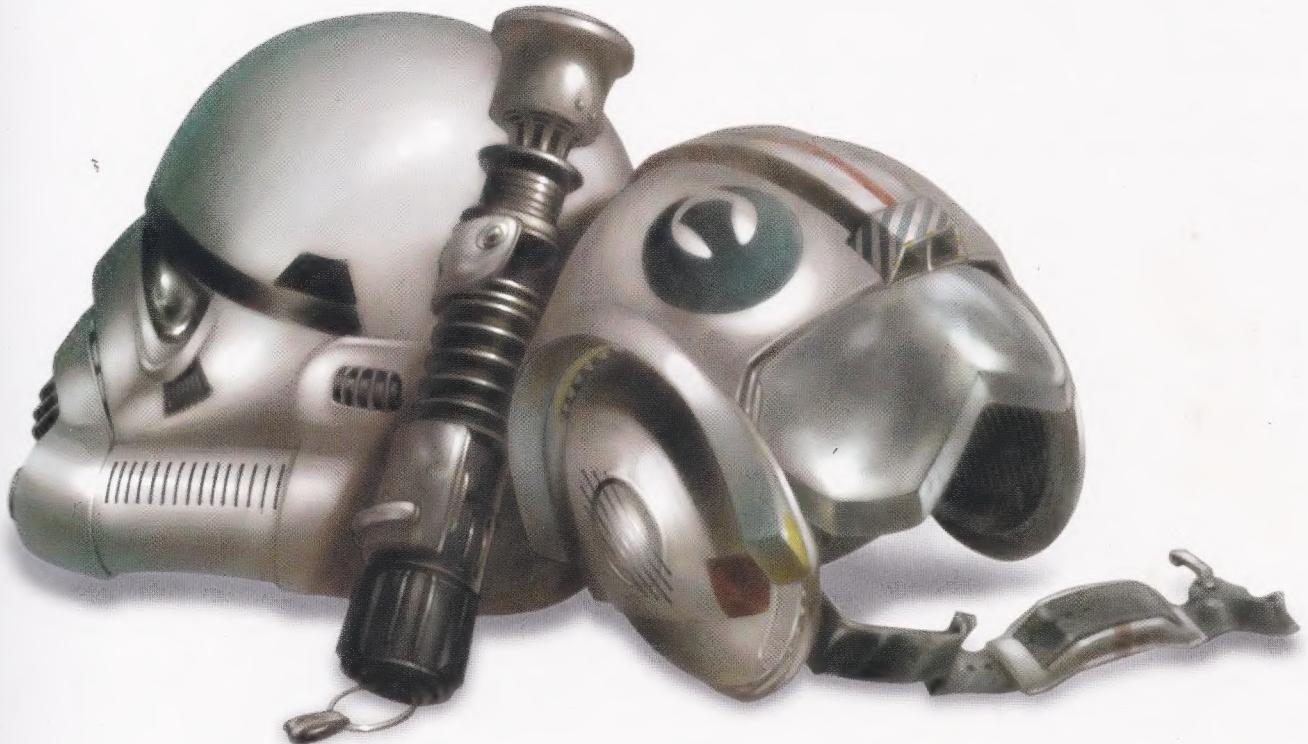
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“YOU’VE JUST TAKEN  
YOUR FIRST STEP INTO A  
LARGER  
WORLD...”

—Obi-Wan Kenobi



# Welcome to *The Art of Star Wars Galaxies*

At the beginning of this project, we faced what some might call an overwhelming task. We were asked to create several planets from the *Star Wars* universe, and fill them with the creatures, characters, and architecture seen in the films. Since players would be able to explore the planets in "nature-walk" detail, the worlds and cities also had to feel like more than just facades: they had to be populated and alive. And most of all, the entire game, including everything we created from scratch, had to *belong* in a galaxy far, far away.

But I'll admit it: the art team didn't care how hard this task was going to be. The more improbable the job, the more excited about and committed to the idea we became. This was *Star Wars* after all. There was something very special about this project from the very beginning: people from all over the world would be stepping *into* the *Star Wars* universe, interacting and building memories there together. This was the most exciting idea for an online experience I had ever heard. And there was no turning back. No matter what.

Our first step in creating the art for the game involved evaluating what already existed. We watched the films countless times, then turned to other sources of *Star Wars* fiction: novels, comic books, the other games, and even the cartoons. Needless to say, there was a lot of reference to sift through.

From there, we focused on what we had to imagine on our own. We had to generate vast tracts of wilderness, and create over a hundred new animal species to make those spaces feel active and alive. We also knew that the worlds couldn't be filled with just bounty hunters, Jedi, and crime lords; players also had to encounter everyday people, like farmers and police officers. The cities themselves needed to be real places, with banks and hospitals, universities and theaters.

To create the strongest sense of place, we were constantly asking ourselves questions to define the "reality" of *Star Wars*: What does a *Star Wars* hospital look like? How long is a day on Tatooine? What is the capitol of Corellia? Can eopies be trained? How fast does a womp rat run?

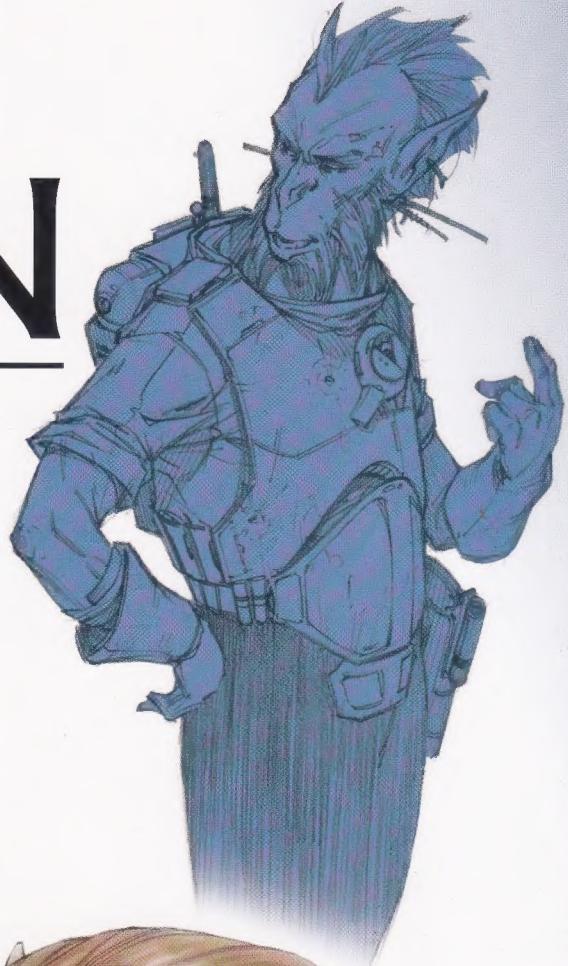
Questions like these had to be answered. Once we had accumulated volumes of reference, made lists full of how many things we had to create, how big they each were and how fast we could create them, pre-production continued into the visual stages. The following pages document our progress, from the early ideas and concept artwork to the landscapes, creatures, characters, and architecture that are the setting for *Star Wars Galaxies*.

From the entire team, we sincerely hope you enjoy this look into the process of building a virtual galaxy.

**Jake Rodgers**  
Art Director

# BOTHAN

Perhaps the most unusual choice of playable species in *Star Wars Galaxies*, Bothans were mentioned in *Return of the Jedi*, but never actually seen on film. The short, fur-covered Bothans are known for their agility, quick-wits, and fierce pride. They also make excellent spies. Bothans have appeared in other sources, such as comic books, and the Bothans of *Star Wars Galaxies* are a fusion of all such previous references.



Several Bothan males. Because Bothans had not appeared on film, the team was allowed to explore various designs for both facial structure and hairstyles, as seen here.



STAR  
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GALAXIES





Bothan Female. The team experimented with face paint for female Bothans, but the look was dropped in favor of a "furrier" appearance.

Bothans have appeared in comics (shown below) and on book covers, but the *Star Wars Galaxies* art team spent a great deal of time trying to reconcile the various images into a cohesive species suitable for the game. The end result is something familiar, but unique.



Bothan from the comic books (below), and female Bothan game concept (right).







# HUMAN

The dominant species in the galaxy, humans come in all shapes, sizes, and colors. This great diversity allowed the *Star Wars Galaxies* team to include a wide array of customization options, many of which were first suggested in early concept work. Much of the human concept art also influenced the final designs for clothing in the game.

Human females. The spectrum of human styles in the game's concept art ranges from conservative, 1950s science fiction garb to the clothing and hairstyles of the films to more futuristic, almost punk appearances. This allows for greater customization and options that should fit any player personality.



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Even though well-established in the films, humans received a great deal of attention from the concept artists, if only to define the possible spectrum of human appearance in-game. Humans have possibly the widest array of customization options.



Various human males. For humans, the concept artists also tried to capture the feel of various familiar "roles" within the Star Wars universe, such as the dashing gambler or tough pilot.





# MON CALAMARI

The amphibious Mon Calamari (Mon Cal) provide some of the most colorful concept art and in-game characters. Mon Cal film references were limited to the salmon-colored Admiral Ackbar and his crewmates, but the team was given permission to explore a wide palette of skin colors and patterns for the species inspired by real-world fish and other aquatic animals.



Mon Cal color studies. The range of color evident in Mon Cal is necessary in-game to help distinguish characters from one another.







Female Mon Cal were not well-established prior to *Star Wars Galaxies*. The team worked with Lucasfilm to determine the female Mon Cal's physiology. Because Mon Cal are not mammals, early concepts showing Mon Cal with breasts (left) were eventually rejected.

Various female Mon Cal. Females have slightly narrower heads and a different set of skin patterns to differentiate them from their male counterparts.







# RODIAN

One of eight playable species in *Star Wars Galaxies*, Rodians are easily recognizable by fans of the *Star Wars* films. A common sight throughout the movies, Rodians are distinguished by their green skin, tapered snouts, and large, round eyes. Using Greedo and other film Rodians as a starting point, the *Star Wars Galaxies* art team expanded upon the species by adding a wider variety of skin hues. It was also noted that male Rodians frequently possess “frills” akin to beards or hair; the Rodian concept art provided a number of different “styles” for these frills.



Rodian males. Aside from skin color, Rodian concept art included variations in snout length, ear size, antennae length, and “frill” patterns.

STAR  
WARS  
GALAXIES





Female Rodians are less visible in the films, although a Rodian dancer in Jabba's Palace did establish the female Rodian physiology and established that these characters could have actual hair and very creative hairstyles. The artists pushed female Rodian skin tones further than their male counterparts, including purples and even blues.

Various female Rodians. The initial concepts focused on females with predominately red hair, inspired by the Rodian dancer in Jabba's Palace.







# TRANDOSHAN

Huge, hulking reptilians, Trandoshans inspire fear and mistrust throughout the galaxy. Often known as violent slavers, Trandoshans have clawed hands and feet and scaly skin. For the concept artists working on *Star Wars Galaxies*, Trandoshans provided a unique challenge: take a terrifying, monstrous species and create variations that could be both likable and far less frightening.



Trandoshan females had never been established prior to *Star Wars Galaxies*. The team drastically redesigned the Trandoshan face to create these female versions of the species.



STAR  
WARS  
GALAXIES







Male Trandoshans. Some remain quite sinister...



These Trandoshans are represented in the films by the bounty hunter, Bossk, who based the face studies shown above. Head wrinkles eventually became one of the major distinguishing characteristics of the species.





# TWI'LEK

Twi'leks are humanoids with fleshy head-tails called *lekku*. A featured species in the films, examples range from Jabba the Hutt's malevolent majordomo Bib Fortuna to the ill-fated dancer Oola. As with humans, the films provided the *Star Wars* Galaxies team with a wealth of source material that allows for an incredibly diverse range of species customization options. Nonetheless, concept art was still necessary to establish exact skin tones and patterns, head-tail configurations, and facial features.



Female Twi'leks. A great deal of concept work went into designing hats and helmets that could be worn by Twi'leks.

STAR  
WARS  
GALAXIES



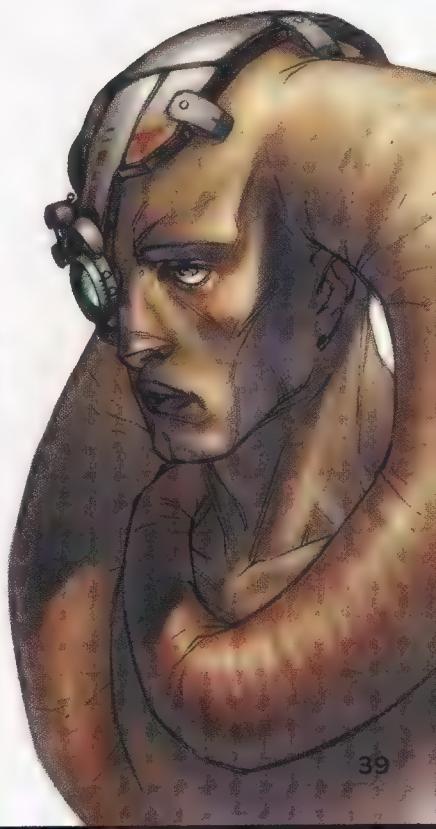




Bib Fortuna has huge lumps on his forehead in *Return of the Jedi*, but other sources show male Twi'leks without these deformations. The team debated whether Twi'leks in the game should sport the lumps (and concept artists experimented with the additions) but ultimately decided against including this feature to make the species more attractive.



Male Twi'leks.







# WOOKIEE

Large, bipedal humanoids covered in fur, Wookiees are one of the most beloved species from the *Star Wars* saga. Typified by Chewbacca, Wookiees are generally large, strong, and extremely loyal. The team studied the films, comic books, and even the Holiday Special to generate ideas for Wookiee fur patterns and colorations. They also explored various body types, allowing for greater range in height and muscle density.

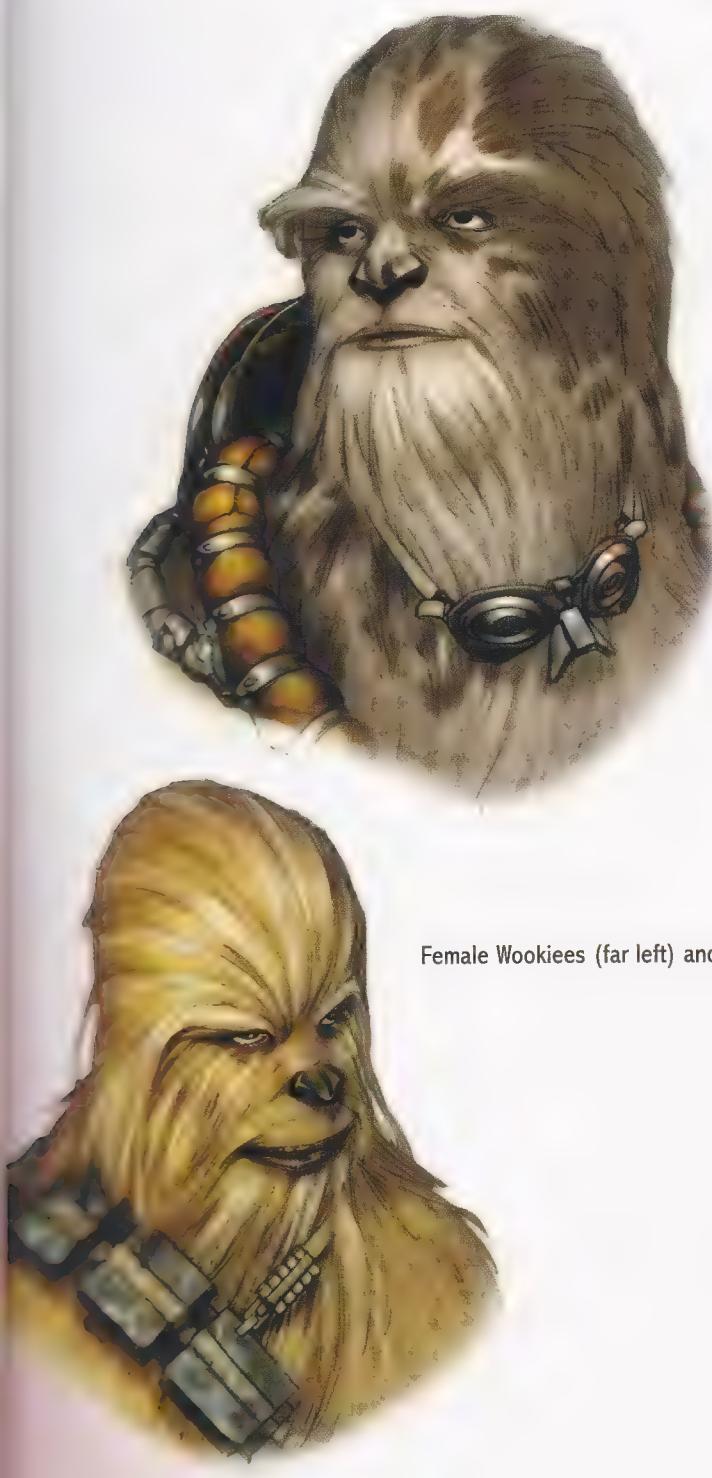
Female Wookiee (left), male Wookiees.





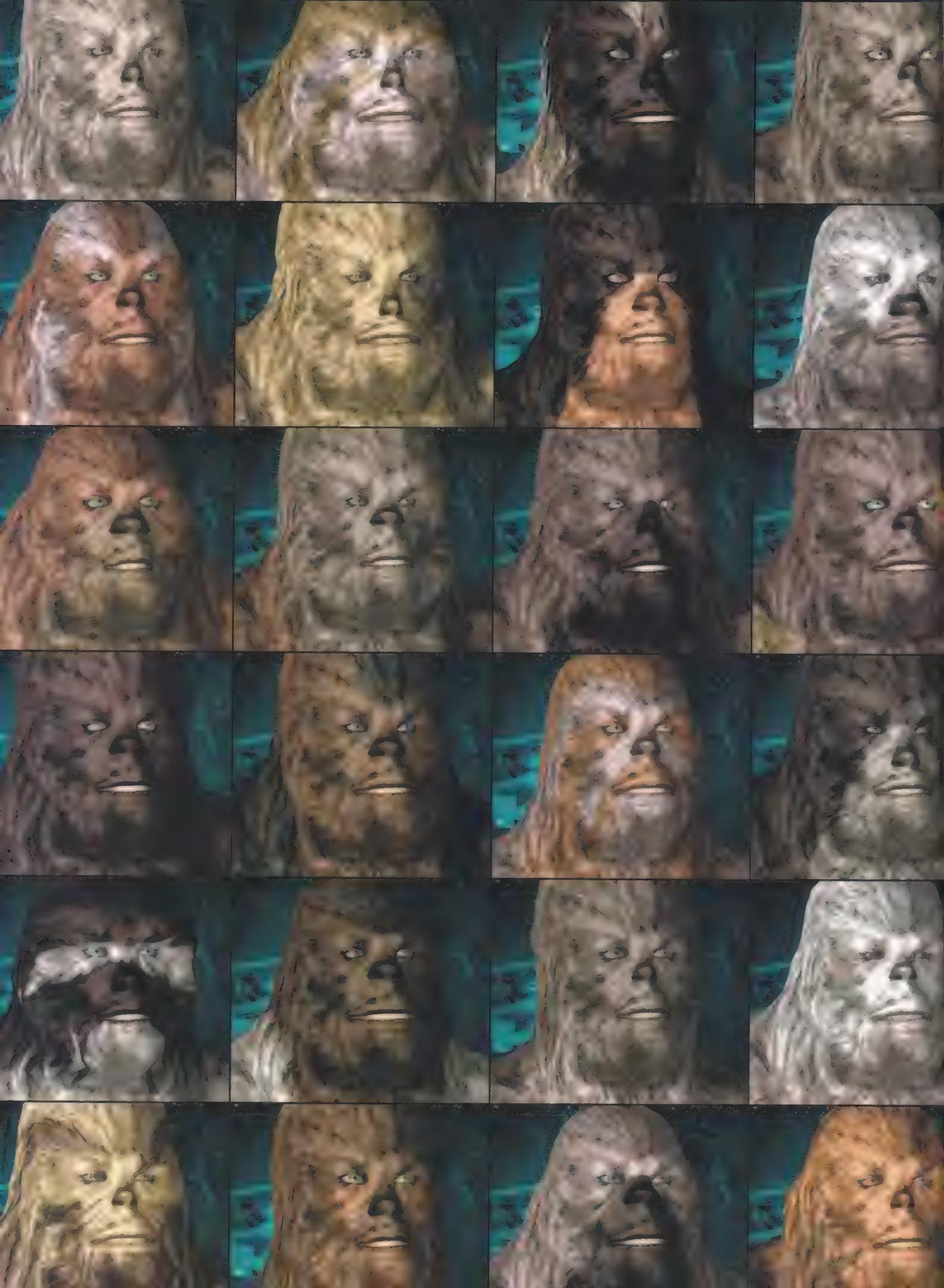


For exploring Wookiee fur patterns and colors, the team was directed to emulate anything that could be found on earthly dogs or bears. This resulted in everything from golden Wookiees to Wookiees with distinctive speckled coats. Male and female Wookiees are differentiated by body size and hairstyles.



Female Wookiees (far left) and male Wookiees.







# ZABRAK

The menacing, tattooed Zabrak were first introduced in *The Phantom Menace* through the frightening visage of Darth Maul. Although known for their incredible willpower and array of horns, Zabrak were most desirable for *Star Wars Galaxies* because of their tattoo patterns, which allow yet another avenue for character customization.

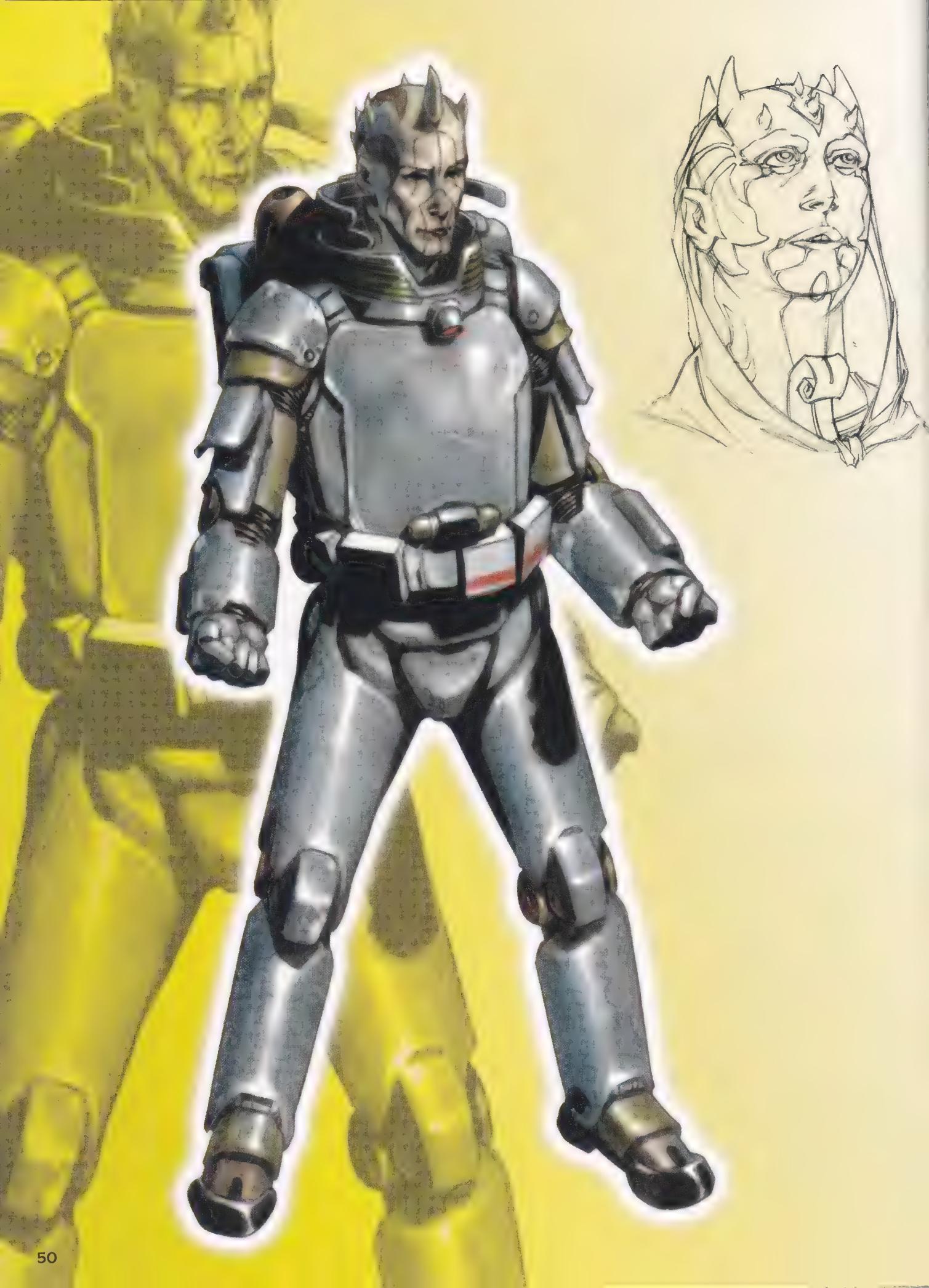


Female Zabrak.



STAR  
WARS  
GALANIES





According to Star Wars continuity, Darth Maul's tattoo designs are extreme, even for a Zabrak. As a result, Zabrak art focused on more subdued tattoo patterns. As a result, the artists did experiment with dozens of different patterns, some of which are far more pronounced than his "crown" of horns.



The "power suit" to the left was rejected in favor of less bulky armors.









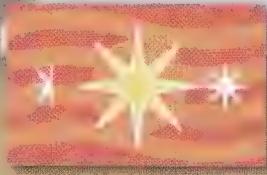
# CORELLIA



The homeworld of Han Solo and numerous other heroes, Corellia is a temperate planet with several different terrain types, ranging from the beautiful Gold Beaches to haunting swamps. The jewel of the Corellian system, Corellia is also well-known for its talented shipbuilders and reckless pilots. Starship construction and other industrial works are conducted on space stations above Corellia, ensuring that the planet's surface remains relatively pristine. However, the world is home to several large cities marked by breathtaking skyscrapers.



Although never seen on film, Corellia has come to life in *Star Wars Galaxies*. The art team focused on creating everything from idyllic and strangely familiar farmlands to cities with sleek buildings to the completely alien Agrilat Crystal Swamp, which is among the most bizarre locations in the game.

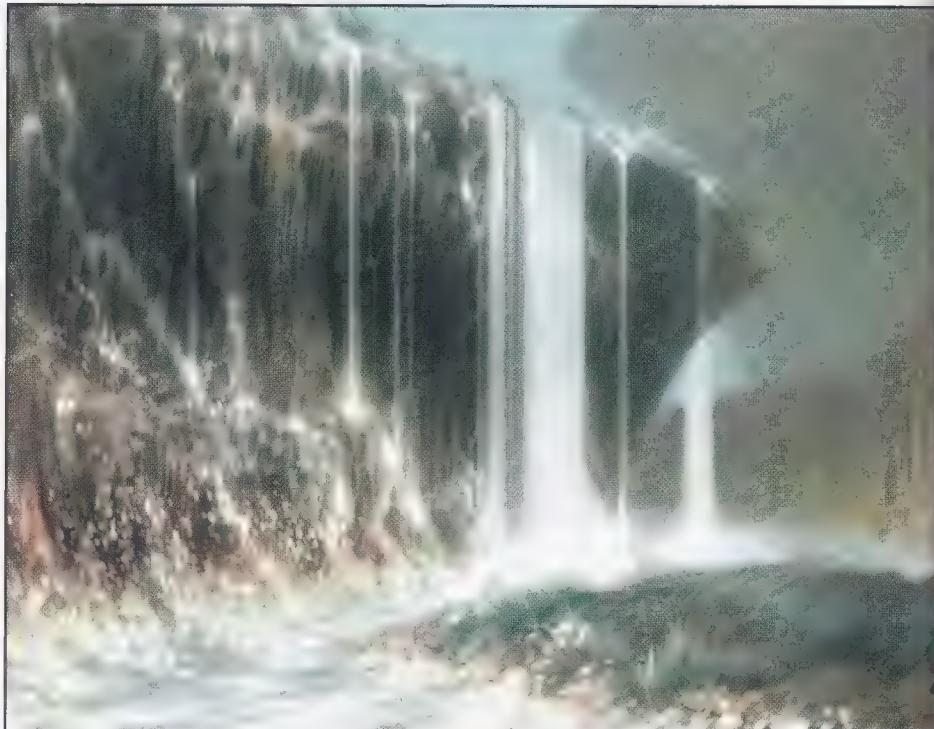
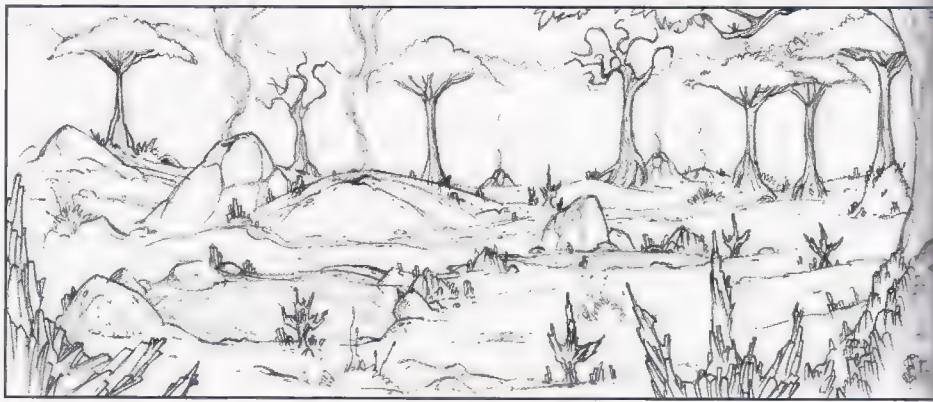
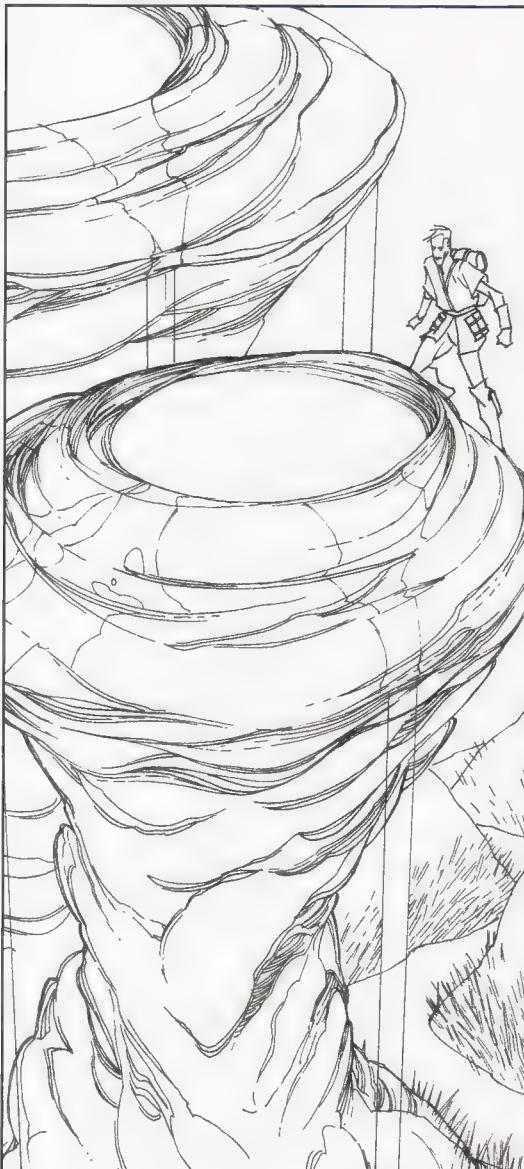


# CORELLIA

## Agrilat Crystal Swamp

The Agrilat Crystal Swamp was briefly mentioned as site of a nearly lethal swoop crash involving Han Solo and the bounty hunter Dengar. The team wanted to ensure that the swamp felt dangerous, but was also visually remarkable.

Some concepts for the swamps also incorporated trees and other foliage. The final version includes towering, crystallized formations (bottom left) and thin waterfalls (bottom right).





The crystal arch is a signature feature of the Agrilat Swamps. The arches can be found throughout the swamp itself, and in ravines surrounding the swamplands.

Early concepts for the swamp focused on smaller, multi-colored formations.

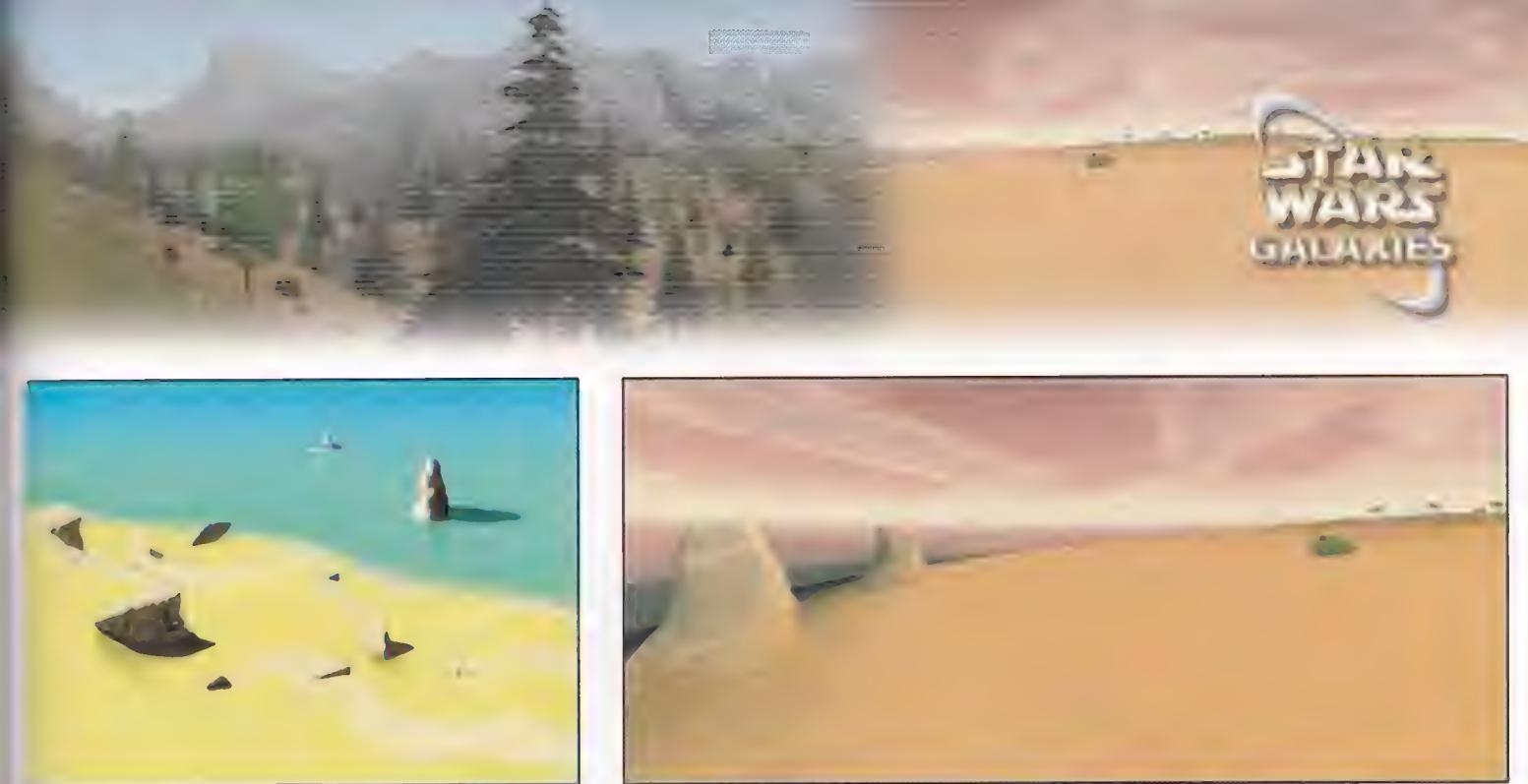


# CORELLIA

Geyser also became part of the Agrilat Swamps design. The team theorizes that the alien liquid erupting from the geyser hardens over time to form the swamp's identifying crystal formations.



Crystal trees originally designed for the Agrilat Swamps. In some instances, artists added figures (like this familiar human) to landscapes to help envision how player characters would blend into the surroundings.



The Gold Beaches, another "named" area on Corellia



Correlian cityscapes. The buildings were inspired, in part, by the architecture evident on Coruscant (as seen in Episodes I and II).



# CORELLIA

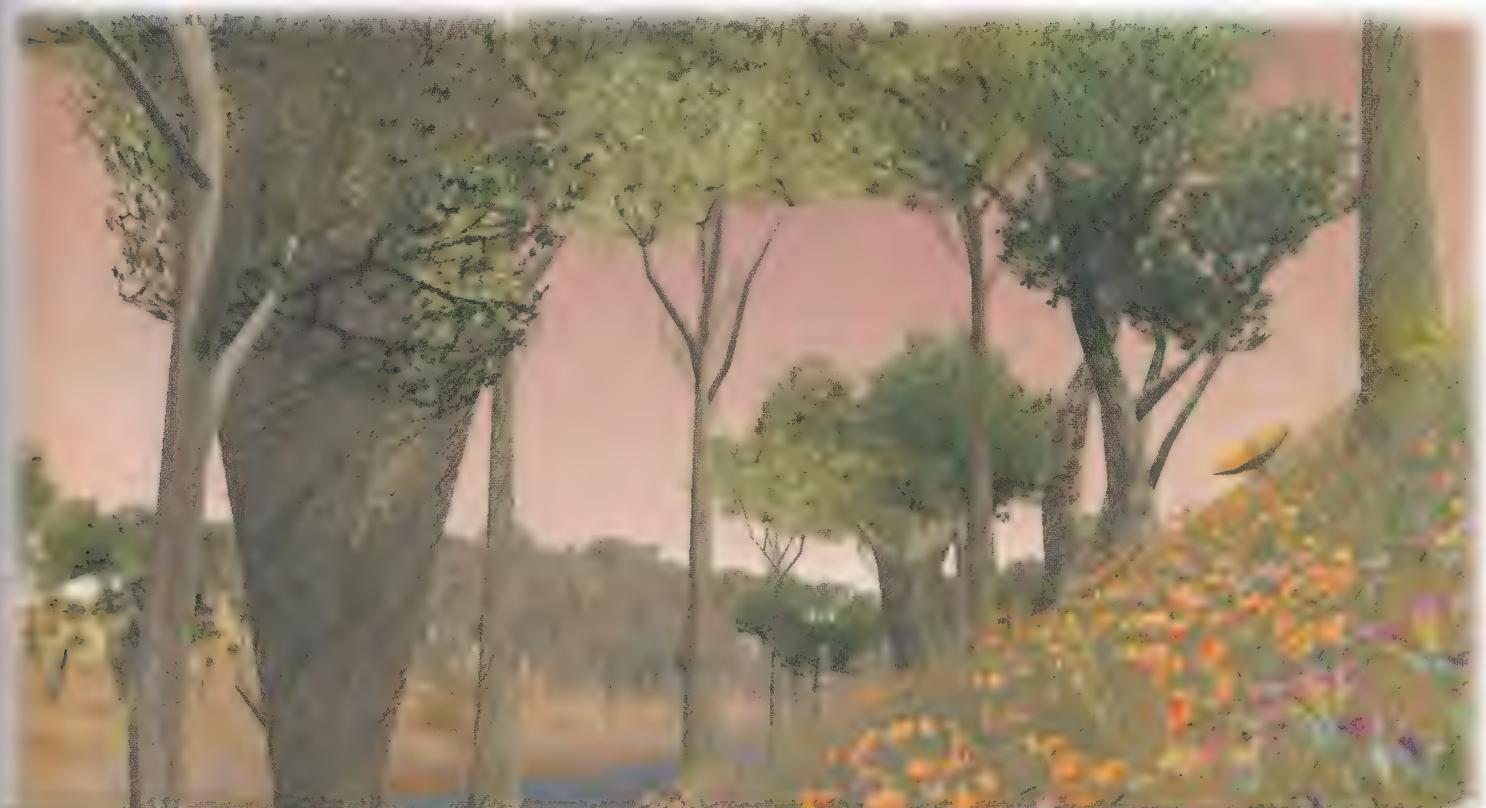
## Flora & Fauna

While some Corellian creatures had been named in other sources, virtually nothing was known about Corellia's plant life before the *Star Wars Galaxies* team began working on the planet, allowing the artists to create an array of plants from scratch.



Examples of fungi and large flowers, both prominent flora on Corellia.





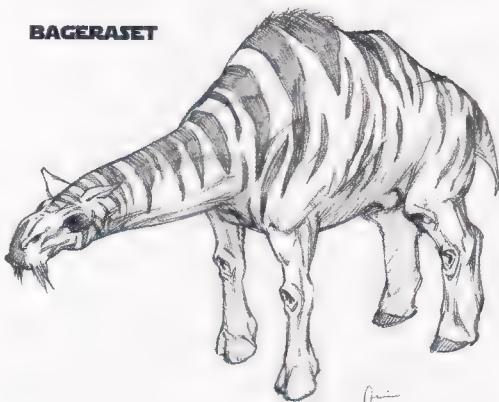
These trees were designed for many worlds. The team also created creatures for every environment and niche.



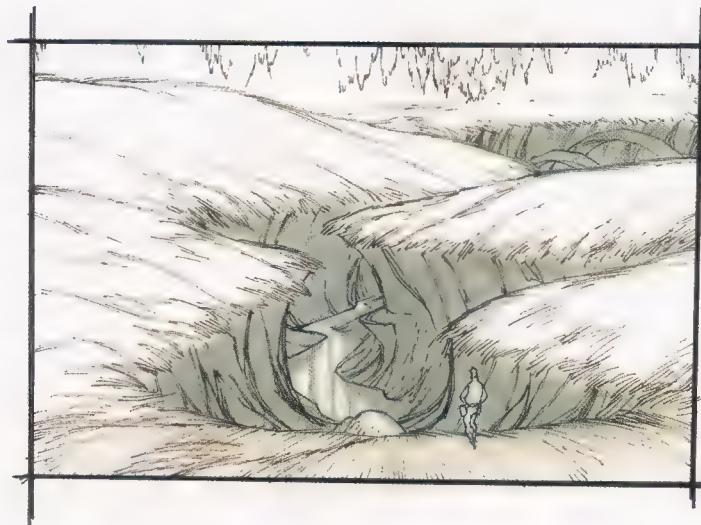
# CORELLIA



BAGERASET

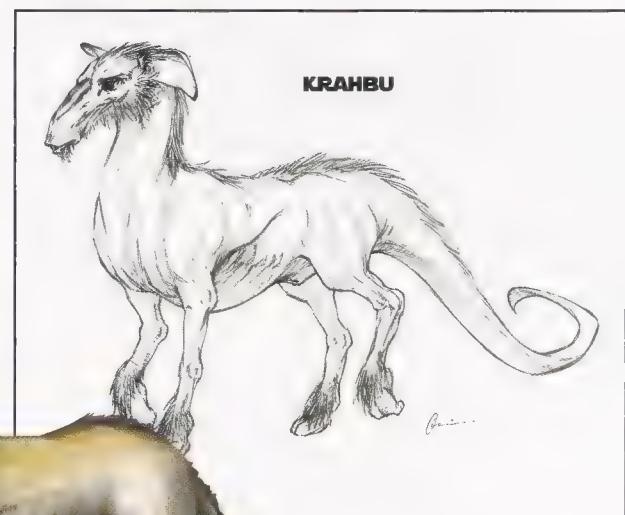
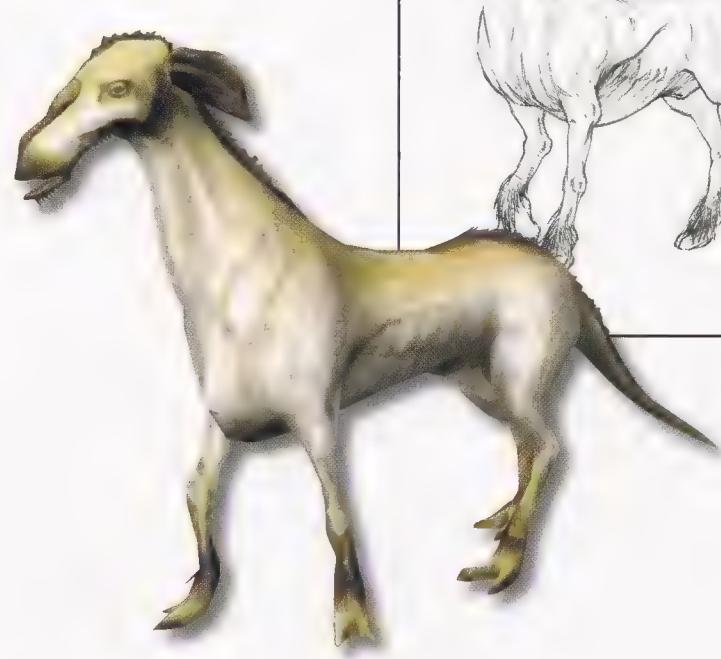
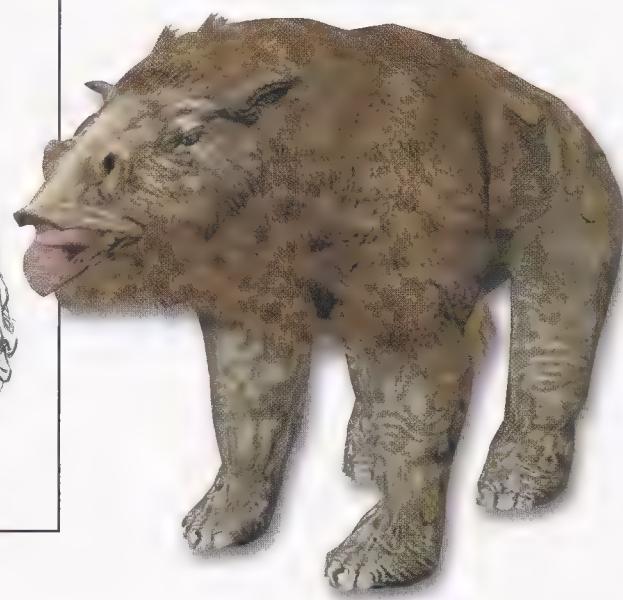


Corellian valleys and plains are populated by large herbivores like the bageraset. The "ferret" design was ultimately discarded in favor of a more dangerous creatures for players to fight.



FERRET





A collection of concepts for Corellian lifeforms (clockwise):  
the harmless durni; a vicious canoid; and horse-like krahbu.



# DANTOOINE



Mentioned in the original *Star Wars* as the alleged hiding place for the Rebel Alliance, Dantooine is described in other sources as a planet dominant by grassy plains. The planet is home to a number of exotic creatures and a semi-sentient Neanderthal species known as the Dantari. Most notably, Dantooine once housed a Jedi training academy.

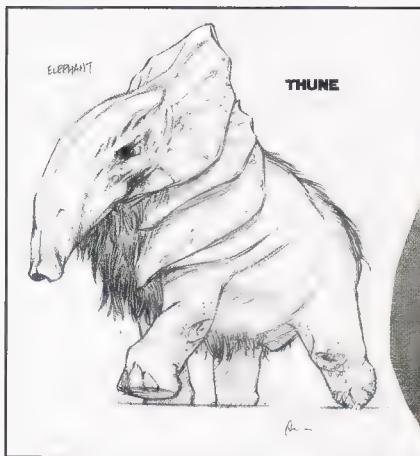


some 4,000 years before the destruction of the first Death Star. All "facts" from the continuity informed the *Star Wars Galaxies* team, who turned Dantooine into a wild, savannah world. Players will be able to visit Jedi ruins, the abandoned Rebel base, an Imperial outpost, and even a smuggler's hideout on the sparsely-populated world.

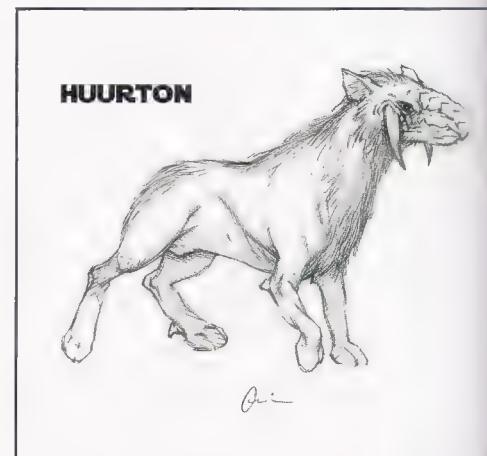
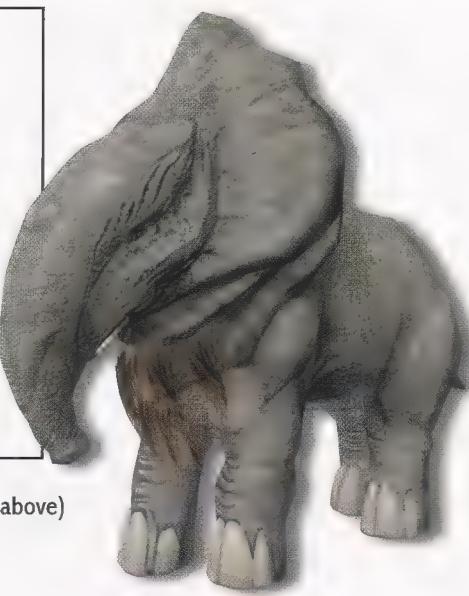


## Dantooine Wildlife

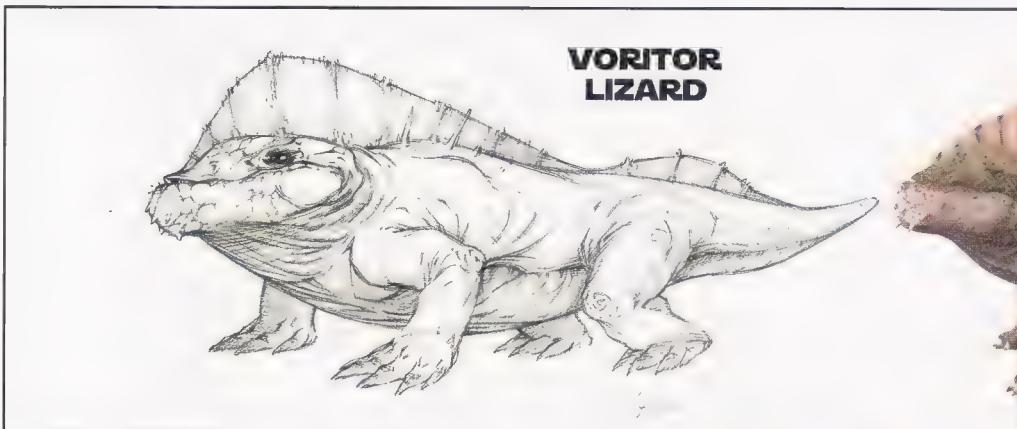
The *Star Wars Galaxies* team focused on creating a number of animals for the humanoid Dantari to hunt during their nomadic treks. Of course, players will also be fighting these creatures quite often.

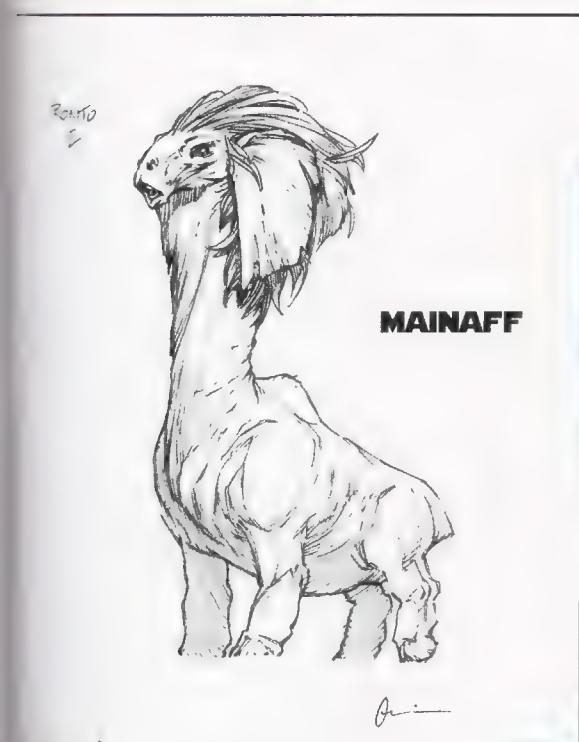


Players are likely to encounter thunes (above) in small herds grazing the plains.



Dantooine's native predators range from the lupine huerton, a skilled stalker and scavenger, to the poisonous voritor lizard.





The mainaff combines a giraffe's long neck with a lion's mane, an elephant's long ears, and a formidable, saurian body.





# DATHOMIR



Perhaps the most dangerous of all the planets in *Star Wars* Galaxies, Dathomir is the native homeworld of the voracious rancor, the giant bipedal predator seen in Jabba's Palace in *Return of the Jedi*. Not only will players need to contend with packs of vicious rancors, they will also face powerful Force-sensitive "witches" and scattered



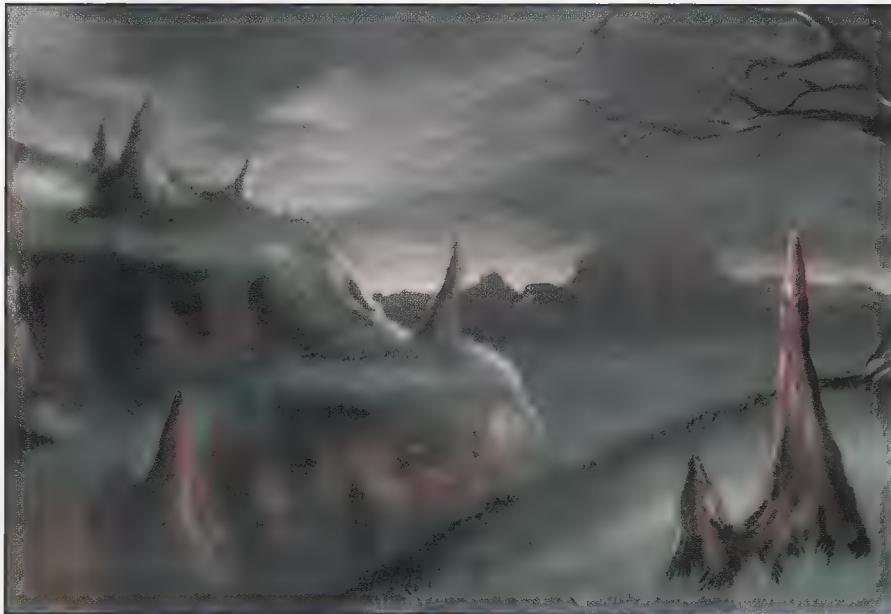
groups of stranded Imperials. Small portions of Dathomir have been seen in comic books and other sources, but the Star Wars Galaxies artists had free reign to develop most of the planet's terrain. In general, they focused on making the world haunting and sinister.



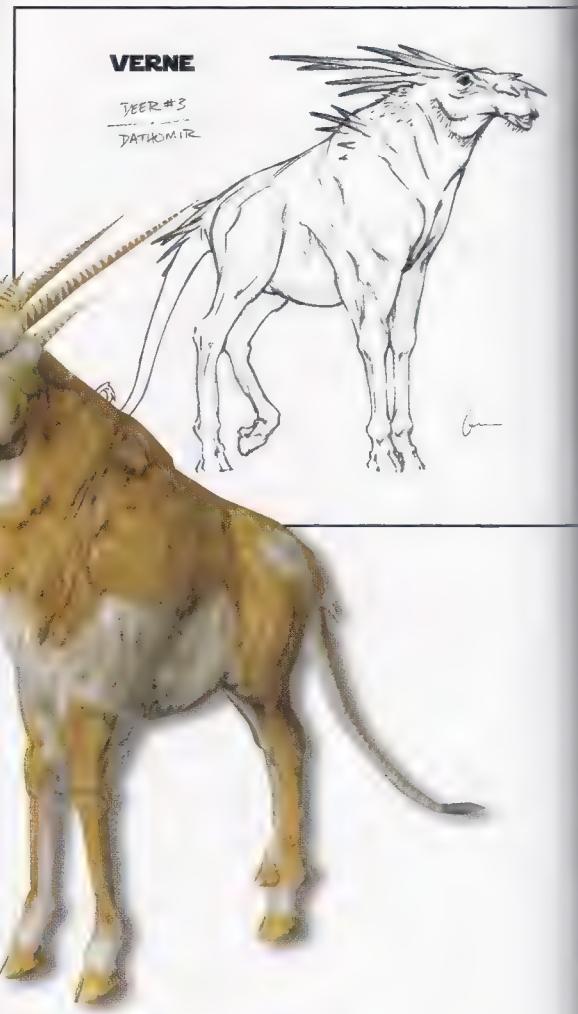
# DATHOMIR

## Dathomir Wildlife

Everything about Dathomir is meant to be threatening and scary. The planet is inhabited by nightmare creatures of every shape and size, and dominated by forbidding fog-enshrouded landscapes.

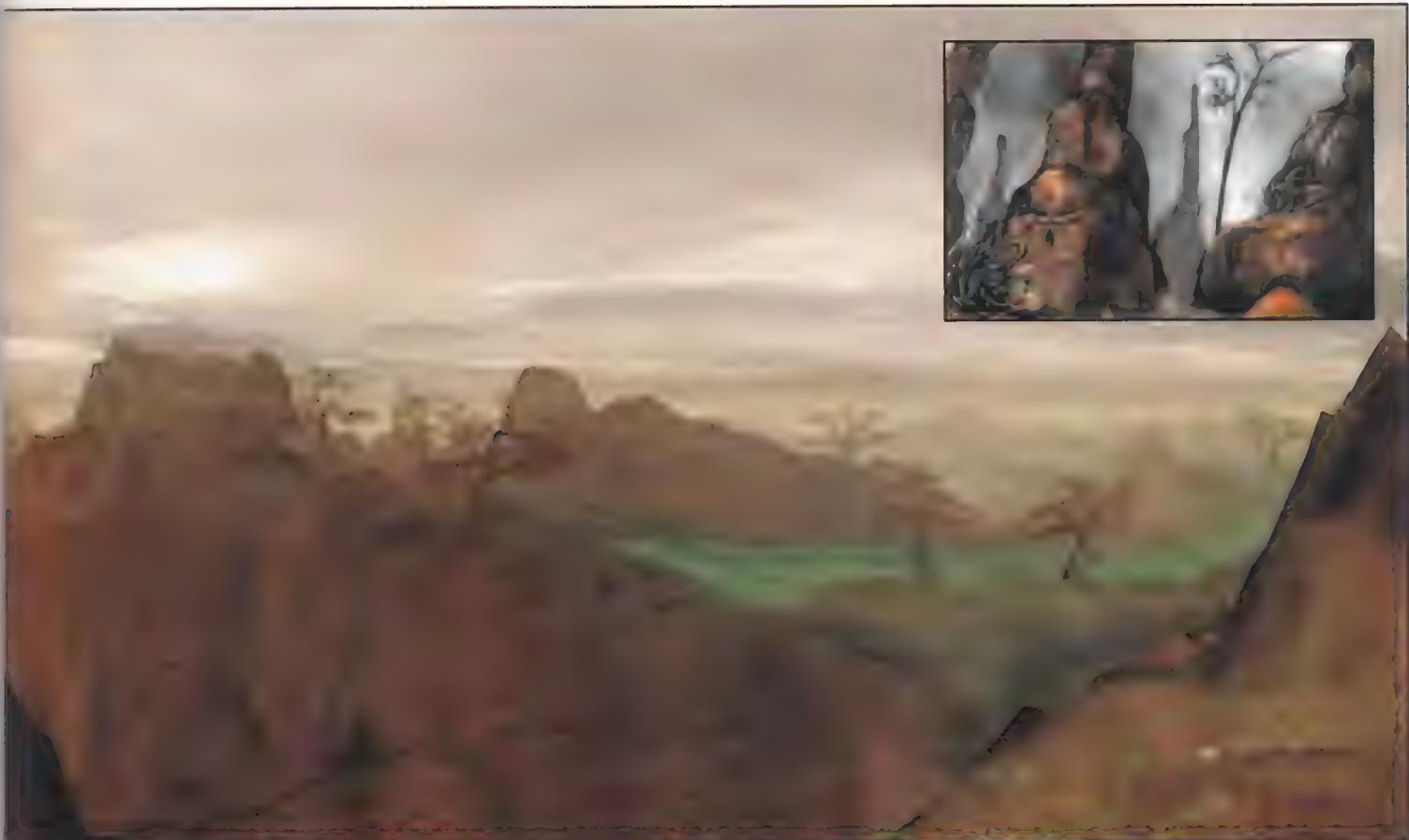


The verne (below) is one of the few non-aggressive creatures on Dathomir. However, even the verne has evolved to be very courageous: when a herd of verne is attacked by a rancor or other predator, one verne remains behind to delay the attacker while the other animals escape.



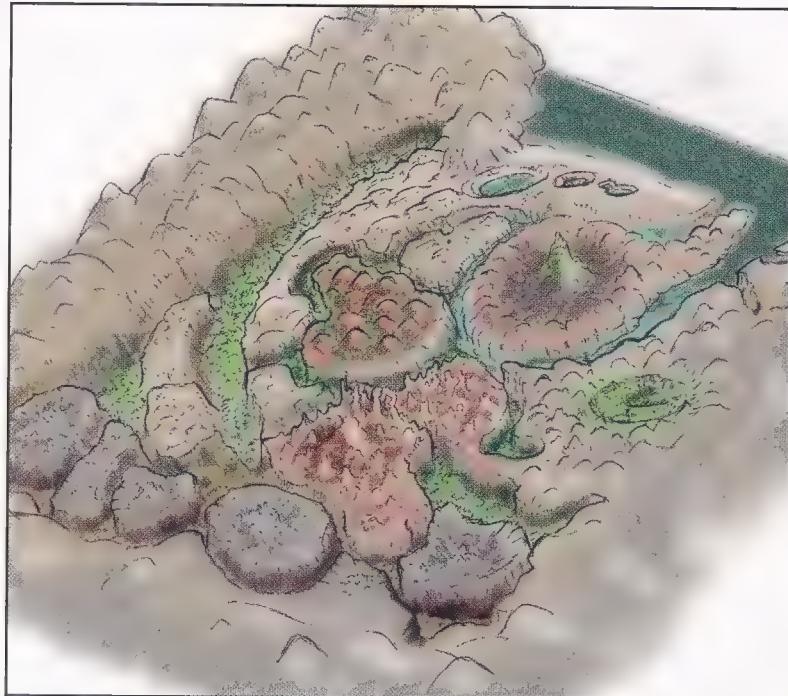
**GRAUL**

The graul—a large, bipedal carnivore—was originally designed for use on Zathomir as a rival to the rancor. The game designers eventually relocated the graul to Dantooine, where it has become one of that planet's top predators.



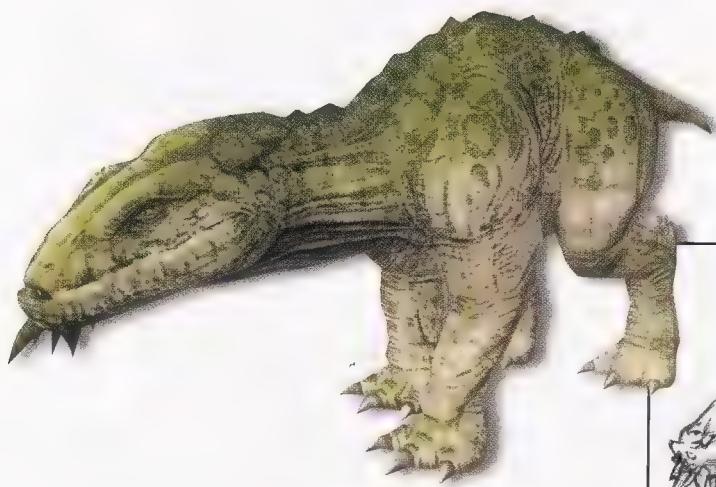
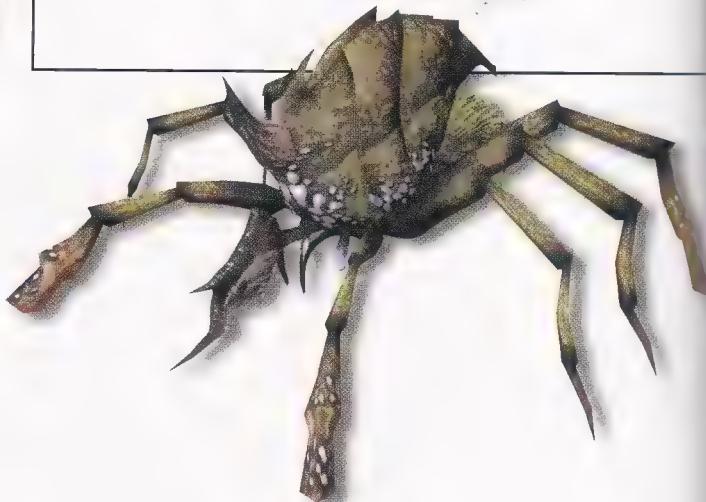
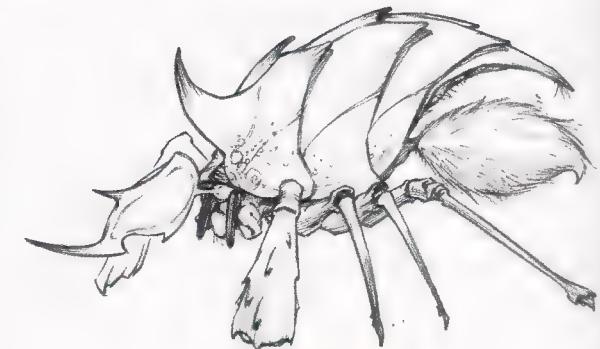


# DATHOMIR



An overhead concept for the explorable area of Dathomir. Each planet in Star Wars Galaxies includes roughly 15x15 km of explorable terrain.

## SHEAR MITE



Despite its ferocious appearance, the malkloc is actually a giant herbivore, relatively peaceful until attacked.

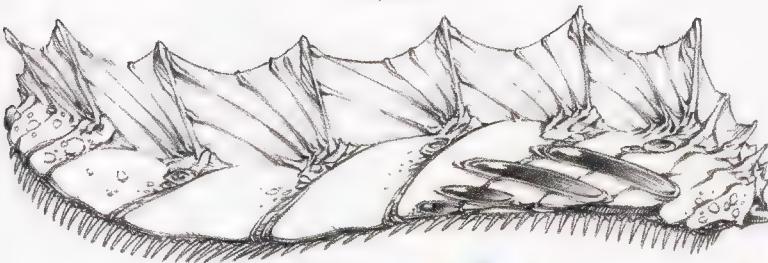
## FAMBAA

## MALKLOC

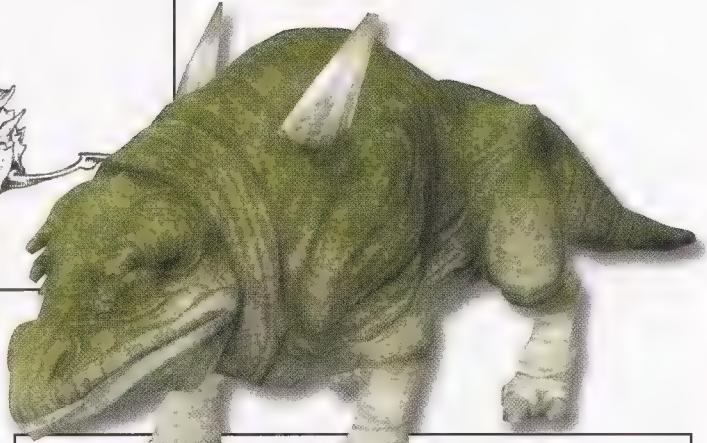


**FIN WORM**

MILLEPEDE #2  
DATHOMIR



Grin

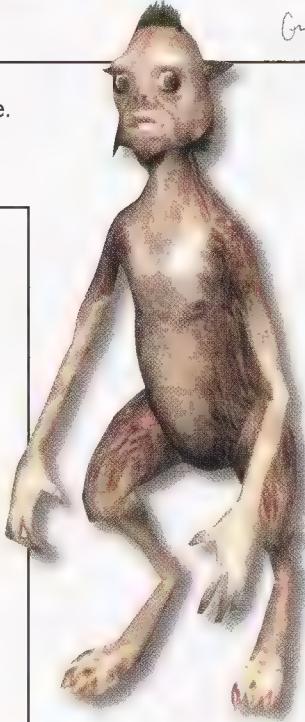


• collection of Dathomir's unusual wildlife.

**PURBOLE**



Grin

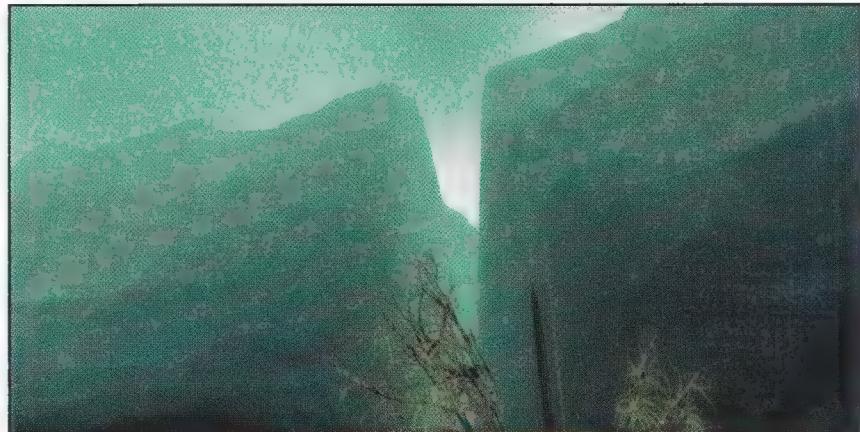


DEENBACK

**BOLMA**

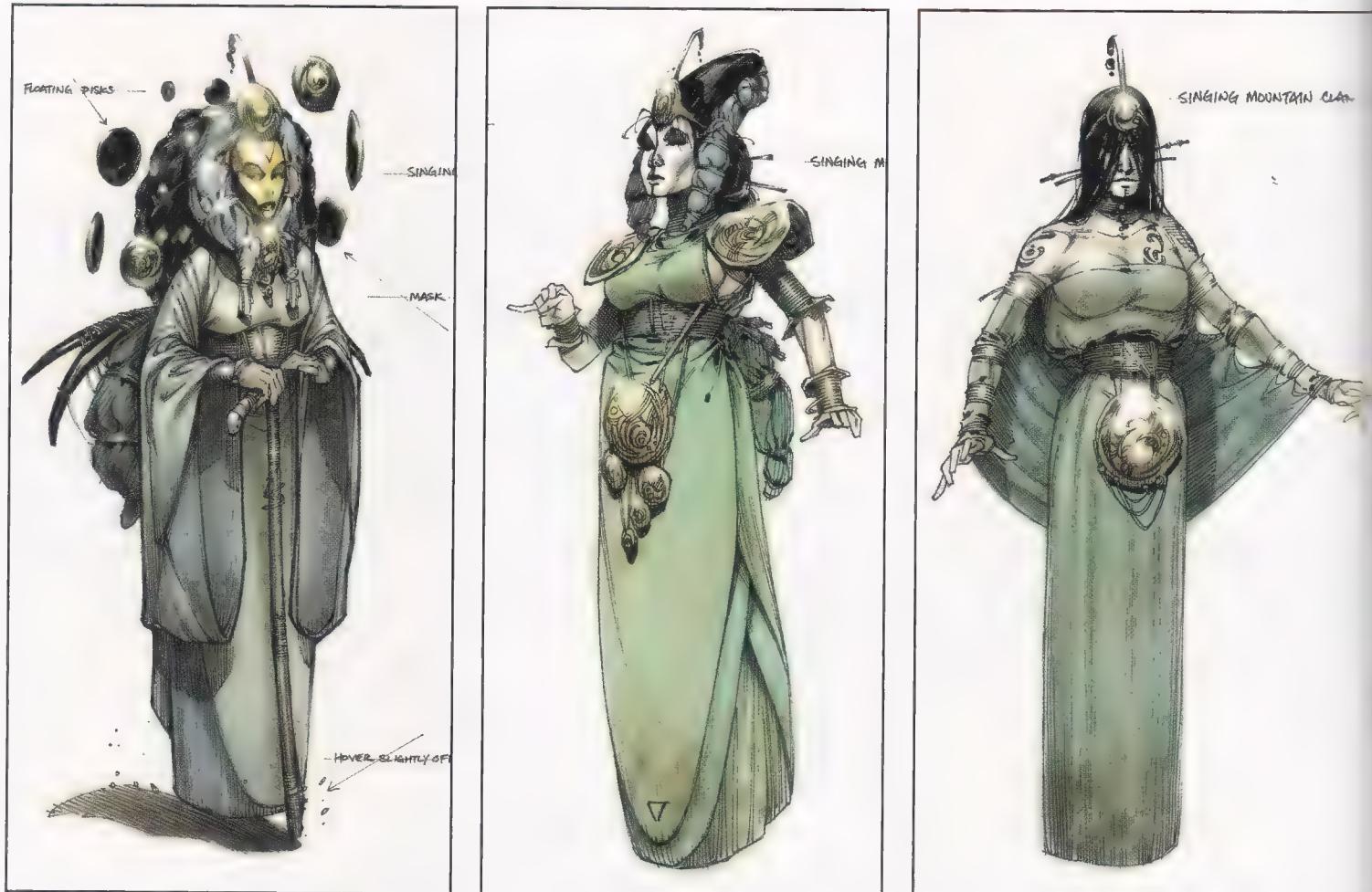


Grin





# DATHOMIR



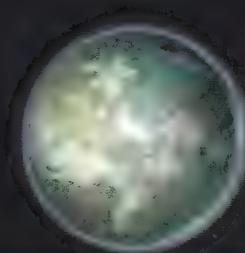
The most striking NPCs on Dathomir (and perhaps in all of Star Wars Galaxies) are the so-called "Witches of Dathomir." The Witches live in multiple clans including the extremely dangerous "Nightsister" clan. They are known to tame and ride rancors.





The above concept envisions the dangerous Witches riding their rancor mounts. Rancors will be found in the company of witch clans across Dathomir.





# ENDOR



One of several worlds taken directly from the films, Endor is designated as an "adventure planet" in *Star Wars Galaxies*. This large moon is dominated by forests, but also includes lakes, mountains, and even a small desert. The native sentient species include the furry, diminutive Ewoks and the violent Marauders.



The team had access to more reference material about Endor than any other planet, save perhaps Tatooine. Such sources included *Return of the Jedi*, two Ewok television movies, and numerous cartoons. However, the team needed to take all of these various references and translate them into a cohesive vision of Endor suitable to the game.

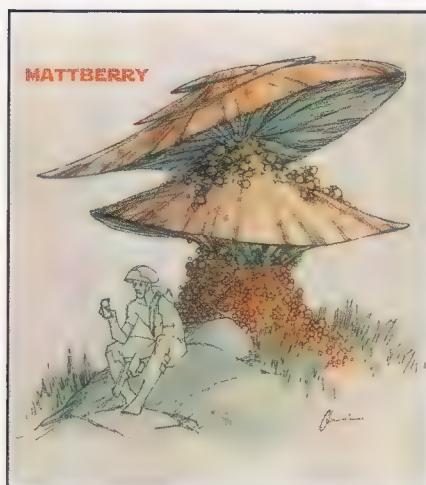


# ENDOR

## Environment/Wildlife

Endor is an incredibly vibrant world with a wide range of lifeforms. Huge sections of the planet are devoted to forests, where native Ewoks build their treetop villages. The team had reference for more creatures than they could actually include in the game.

Although Northern California forests doubled as Endor, concept artists did spend time developing more alien flora for the world.





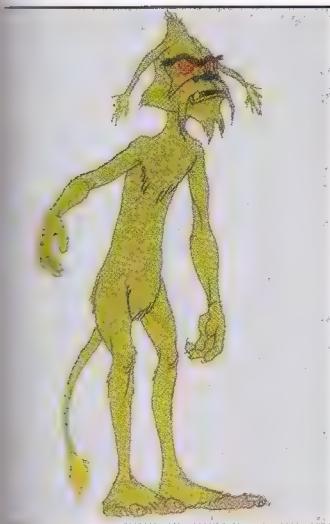
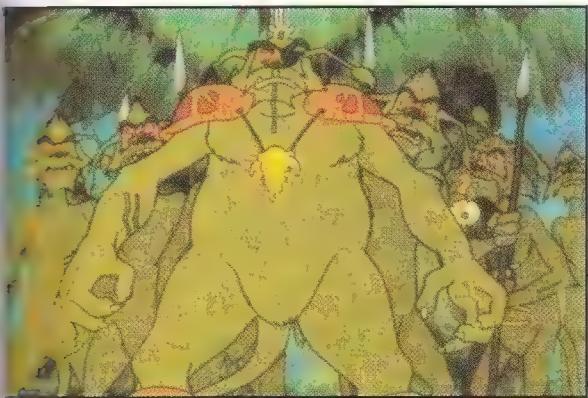
Desert of Salma is a large, hostile expanse that will be patrolled by the carnivorous, intelligent Gorax. The towering humanoid hunts Ewoks (and players) relentlessly.

A view of Endor's forest at twilight.



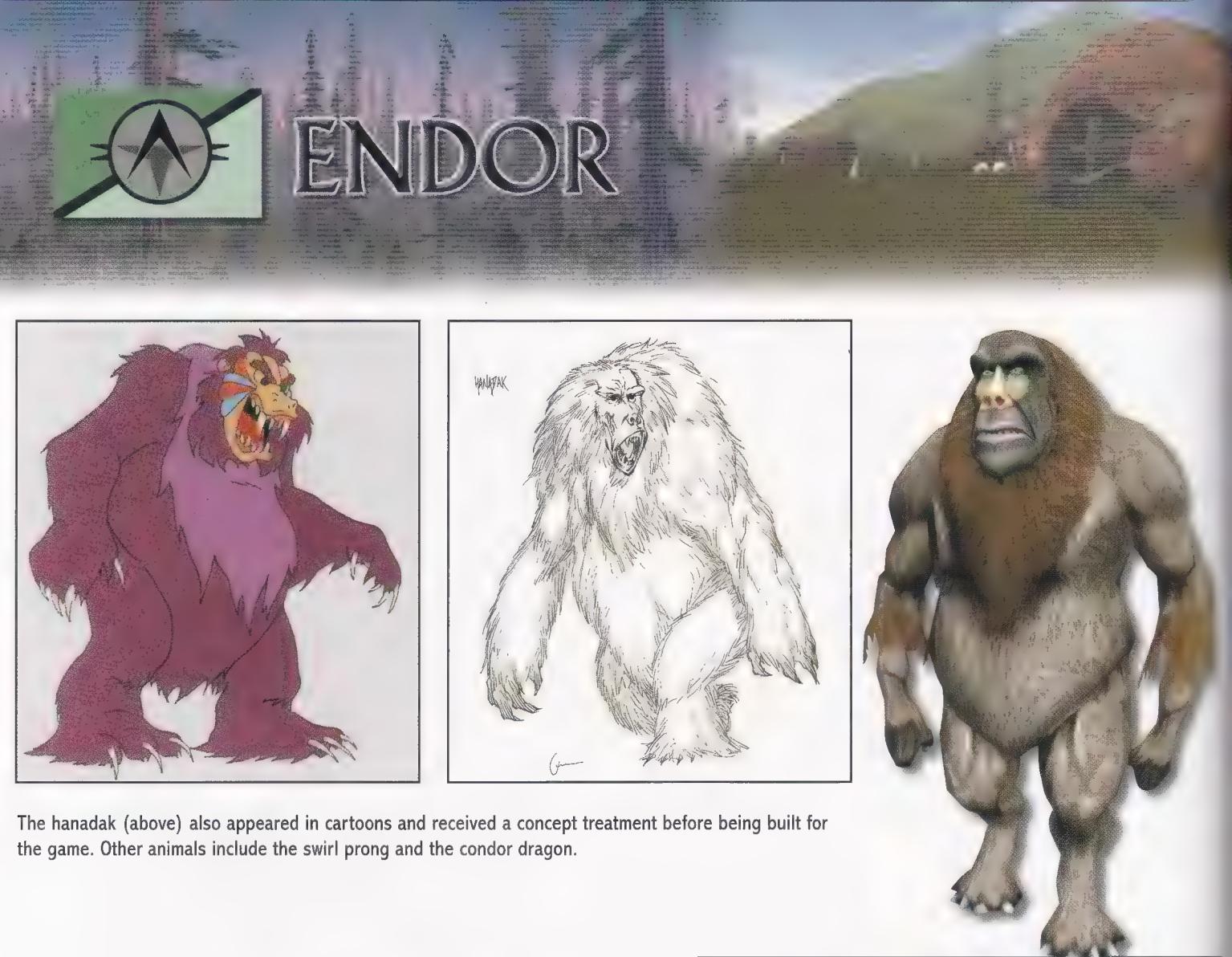


An Ewok village as seen in the game (top) and in the film (bottom), with a collection of Ewok characters. Ewoks also build villages on lakes (page 76).



Duloks, evil "cousins" to the Ewoks, first appeared in the cartoons (far left). The team translated these images into more fearsome concepts (left and above) and the final in-game model (right). Some Duloks live in "boulder villages" (below).



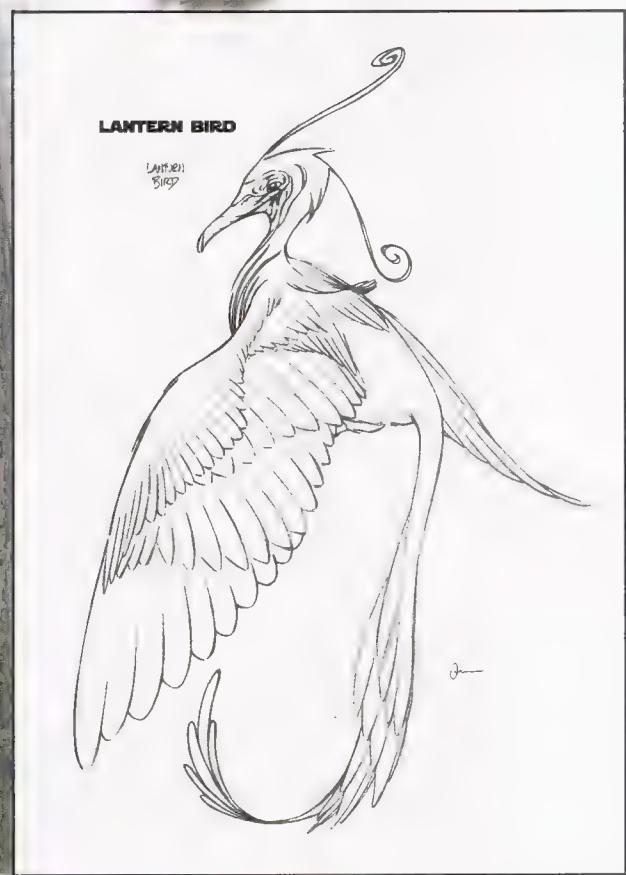


The hanadak (above) also appeared in cartoons and received a concept treatment before being built for the game. Other animals include the swirl prong and the condor dragon.





The gurek (above) was inspired by horned headgear worn by one of the Ewoks in *Return of the Jedi*.



# LOK



Lok is an incredibly hostile “pirate planet” first introduced in LucasArts’ *Star Wars Starfighter*™ video game. Everything about the planet is meant to be harsh: arid landscapes are surrounded by poisonous sulfur pools, while a small Imperial garrison erupts from the cracked earth like a metal boil.



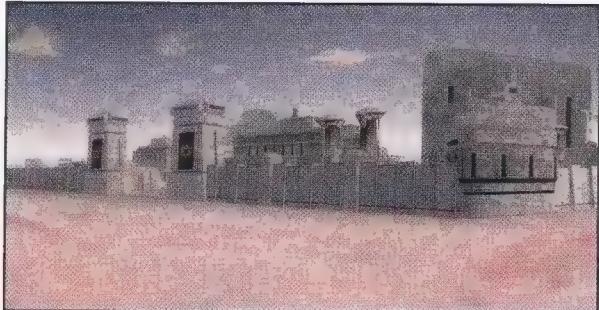
For players, Lok will provide endless adventure and battles against hardened criminals, murderous pirates, and desperate Imperials. Only the bravest adventurers will dare confront the planet's dominant predator: the massive kimogila.



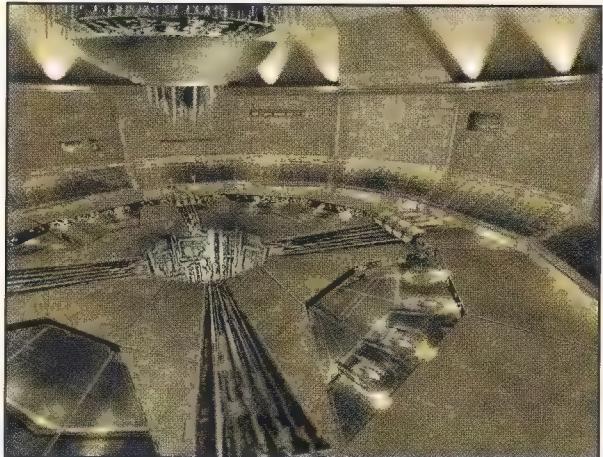
LOK

# Nym

Lok is home to a fearsome pirate known as Nym. A hulking Feeorin who only grows stronger with age, the 200-year-old Nym was a major hero in both *Star Wars Starfighter* and *Star Wars® Jedi Starfighter*. He maintains a large base on Lok and is at war with both the Imperials and other pirates on the planet.



Imperial Base



Nym's Base



Jedi Starfighter concept



Nym's Base



Published by Dark Horse Comics, Inc.  
Comic book art



Galaxies concept art



# LOK



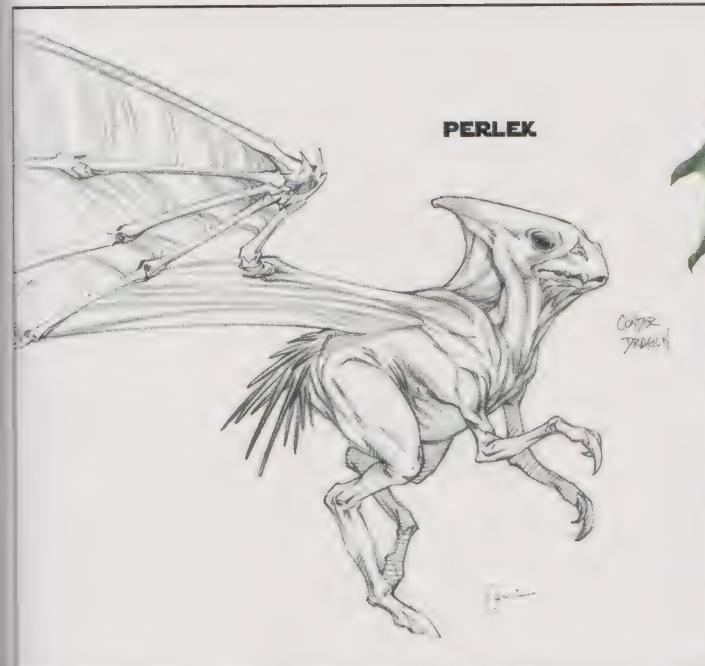
A number of dangerous creatures on Lok.



VESP

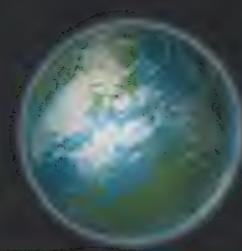
LIZARD





More Lok predators known to stalk the Lok wastelands (below).





# NABOO



The peaceful world of Naboo is a major location in both Episodes I and II. The planet is distinguished by its thick, wet swamps, but it has several different terrain types, including snow-capped mountains and idyllic beaches. The human Naboo live in large, ornate cities scattered across the planet, while the reclusive native Gungans congregate around strange, giant stone heads in their "sacred place."



Because of its great diversity and complex cities, Naboo was the first planet actually built and served as a test case for many types of terrain and effects.



# NABOO



## Cities / Locales

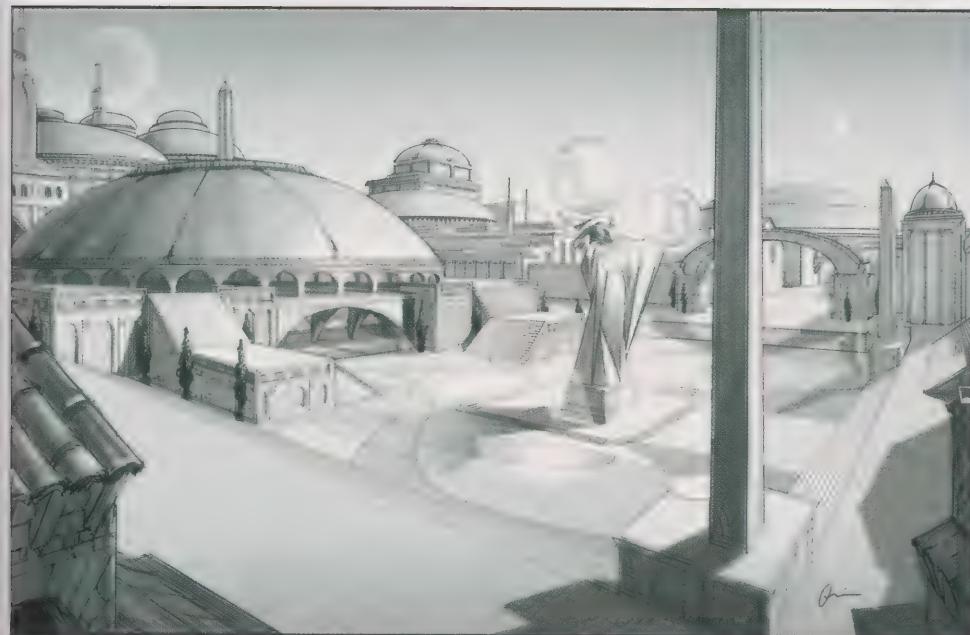
Theed is one of the most visually striking locations in the *Star Wars* saga. The team worked tirelessly to recreate the city's unique architecture and colors. Many Naboo cities in the game will display the domed buildings, carved railings, and impressive statuary evident in the film version of Theed.

Theed as seen in Episode II (above) and images of Theed (below) from the game





STAR  
WARS  
GALAKIES



Concept art for a Naboo square (above).

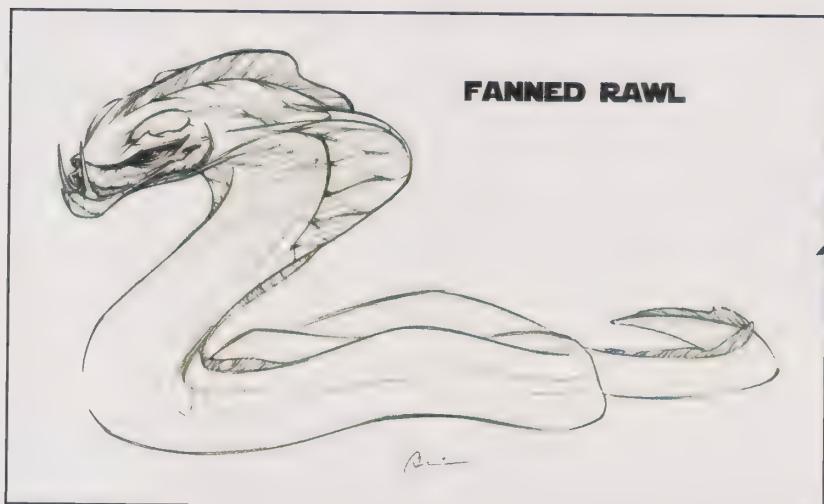




# NABOO

## Environment/Wildlife

The vast majority of Naboo's wildlife was well-established through Episode I and other sources. However, the team did create a handful of new creatures for the planet to fill specific niches.



The fanned rawl, a dangerous serpent on Naboo.

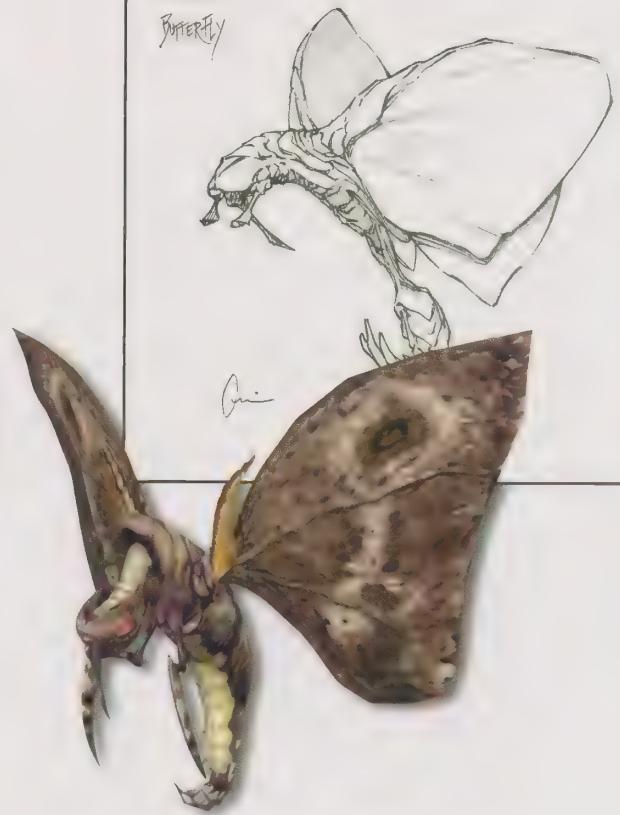


**BOLLE BOL**

 GRAFFE  
# 2

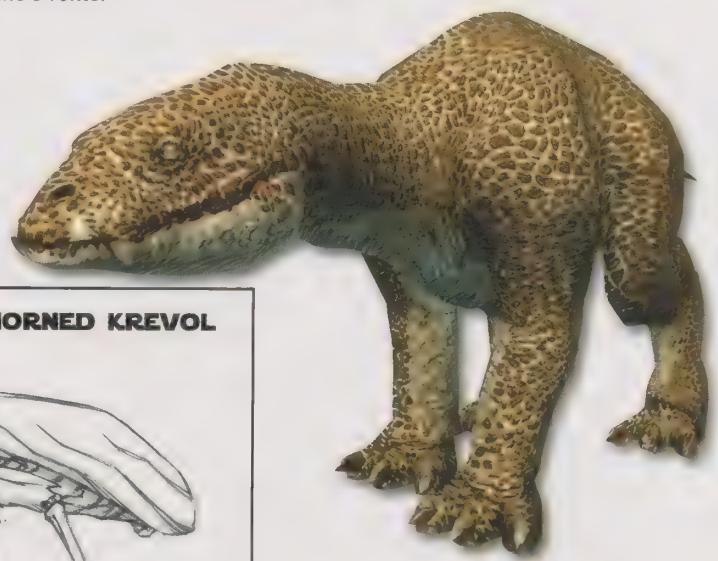
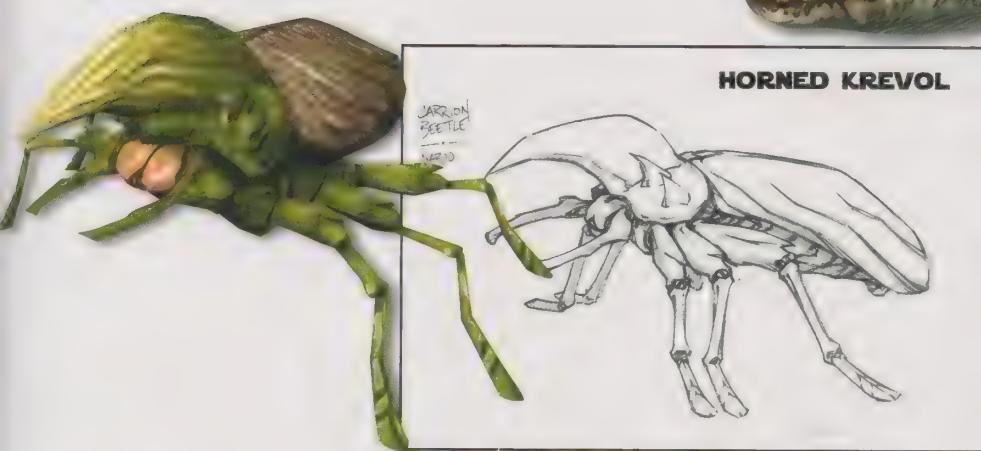
**FLEWT**

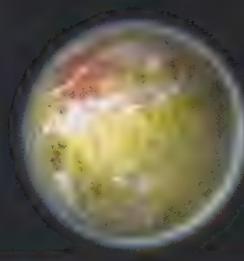
BUTTERFLY



The bolle bol (above) was designed using the same basic skeleton as Tatooine's ronto.

**HORNED KREVOL**

 JARJON  
BEETLE  
# 20




# RORI



A moon of Naboo, Rori is populated by small colonies of hardy settlers and a few Gungan tribes. Although the continuity established that Naboo has three moons, the team was responsible for naming and defining Rori. Including the moon allowed the team to reuse many of Naboo's creatures in another location, although the world artists did take great pains to distinguish Rori's terrain by incorporating mud flats and bogs.





RORI

## Environment/Wildlife

Rori has two small settlements divided by a huge bog. This wild area will be dangerous to traverse as players make their way between Rori's cities. Those explorers who venture into this wilderness are likely to discover many strange stone formations reminiscent of the Gungan Sacred Place on Naboo.



A glimpse of the massive Rori bogs.

A small creek on Rori.



KAI'TOK



Rori's native creatures. Their coloration serves as camouflage given that much of Rori is covered in dark green bogs.



BORGLE

PACK CARNIVOR  
RORIA



©





# TALUS



Talus is another member of the Corellia System's "Five Brothers." Like its brother worlds, Talus is a temperate planet that supports dozens of unique lifeforms. The sentient species include humans, Selonians, and Drall.



Talus is criss-crossed by dozens of winding rivers. Many areas also have a distinct green cast. Architecture is similar to that found on Corellia, but the cities are typically surrounded by thick wilderness.

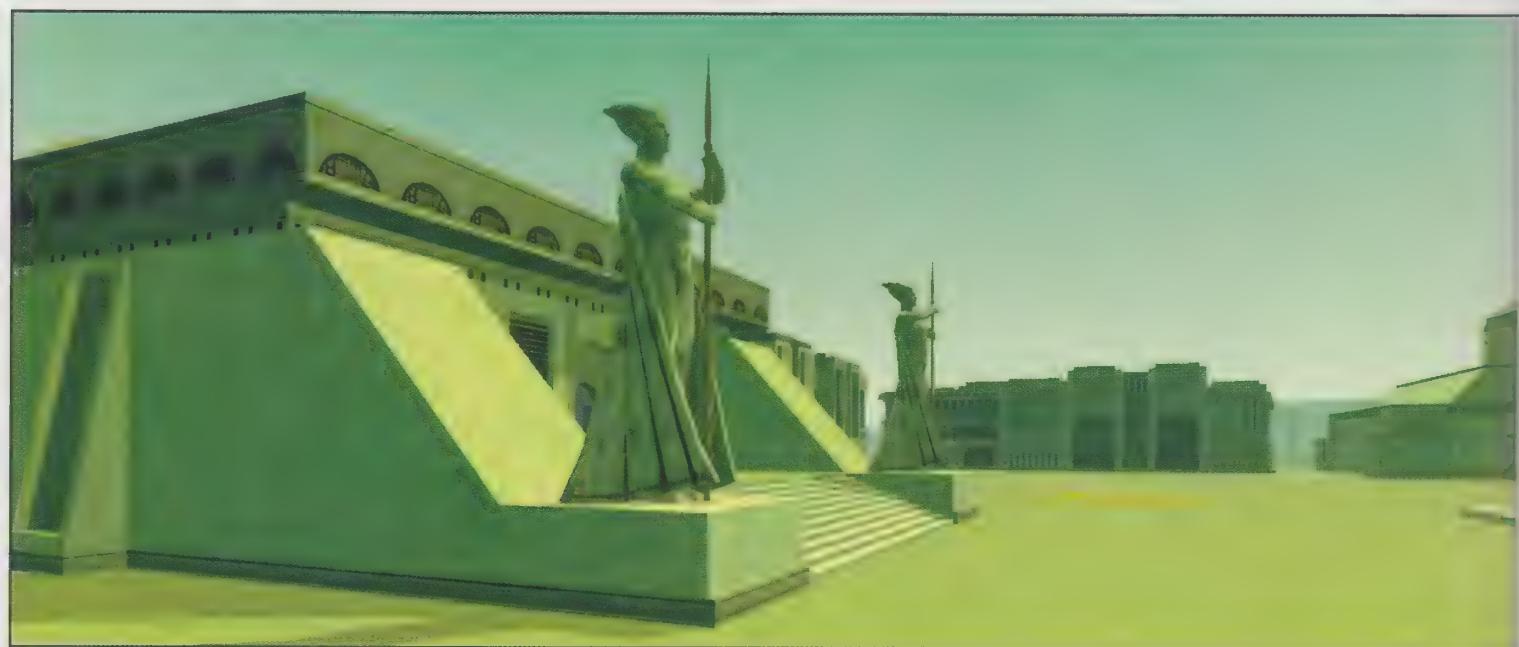
# TALUS

## Cities / Locales

Talus has two major cities: Dearic Spaceport and Nashal. The cities are located on opposite ends of the planet, providing players with plenty of room to explore. Although both cities make limited use the skyscrapers found on Corellia, Nashal and Dearic are generally more contained than any of the Corellian settlements.



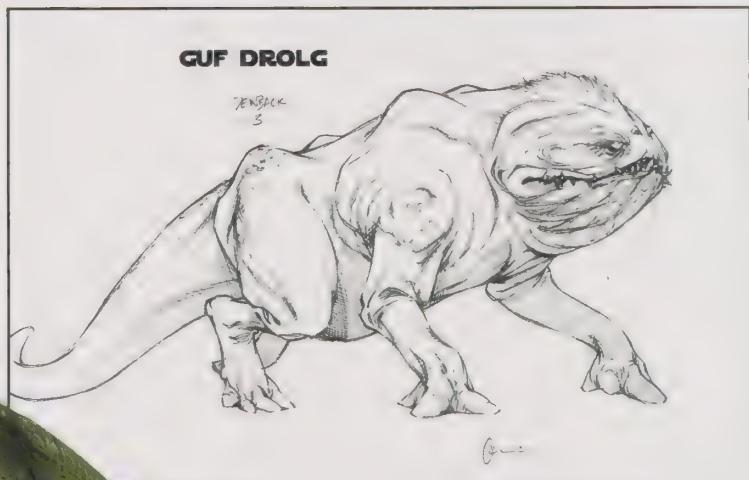
Images of a training guild hall on Talus.



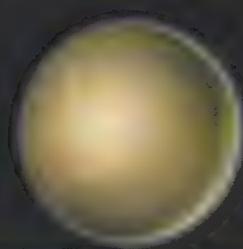


# Environment/Wildlife

Many creatures from Corellia appear on Talus, although beasts such as the hulking guf drog and the feline kima were created specifically for the planet.



The humanoid Ott (far right) has yet to appear in-game.



# TATOOINE

Perhaps the most well-known planet from the *Star Wars* saga, Tatooine is also one of the most important. Home to Luke Skywalker and Jabba the Hutt, Tatooine served as the site of the first meeting between Anakin Skywalker and Obi-Wan Kenobi in Episode I. Although a harsh, desert planet, Tatooine supports a staggering array of lifeforms ranging from the scavenging womp rat to the voracious krayt dragon. The native sentient species include Jawas, who roam the deserts in their large sandcrawlers, and the savage Tusken Raiders.



Like Naboo, Tatooine provided the team with the challenge of recreating a well-known location that has been seen by millions in the films. To capture the spirit of the films, the team focused on producing familiar architecture as well as building key landmarks, such as the Mos Eisley cantina.

# TATOOINE

## Cities / Locales

In anticipation of a player rush to Tatooine, the team has established a number of "starting cities" on the planet. Most of these were drawn from the continuity, such as the hive of scum and villainy Mos Eisley and the Imperial capitol Bestine.



Clockwise from above: Mos Eisley from *Star Wars: A New Hope*; a settlement in the shadow of Jabba's Palace (created for demo purposes); approaching Bestine; the Krayskull Graveyard; Anchorhead.



STAR  
WARS  
GALAKIES



Lars moisture farm as it appears in the game (top) and in the film (middle); a section of Mos Eisley (bottom).



# TATOOINE

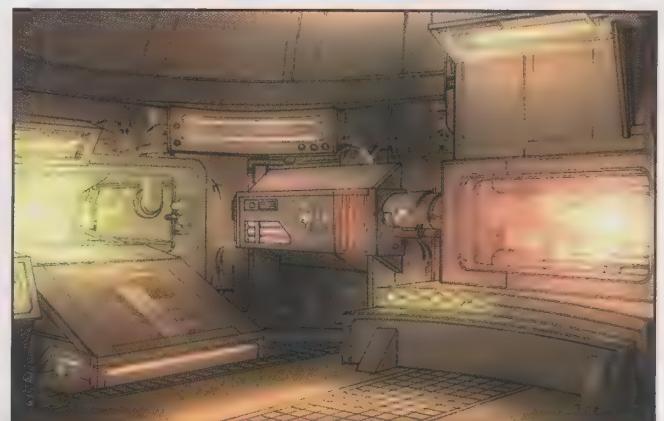
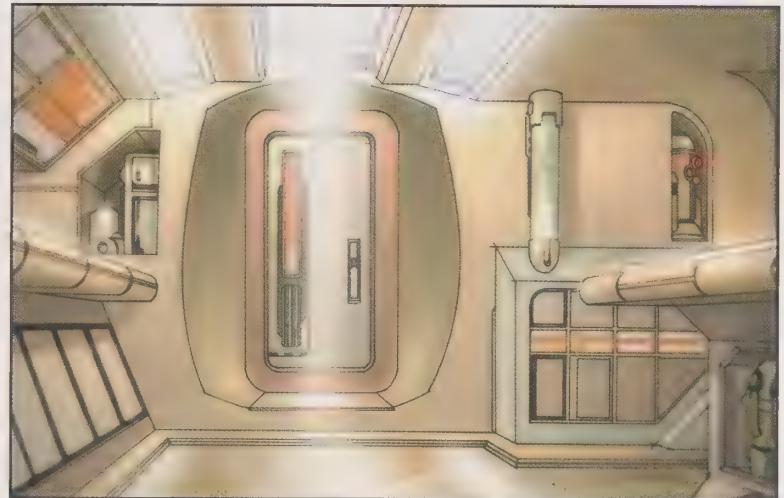


Clockwise from above: Four concepts for Fort Tusken; an Imperial installation overlooking Bestine; Tuskens in the desert near Bestine.

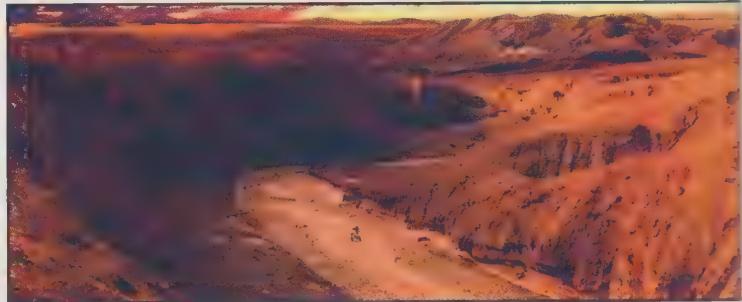
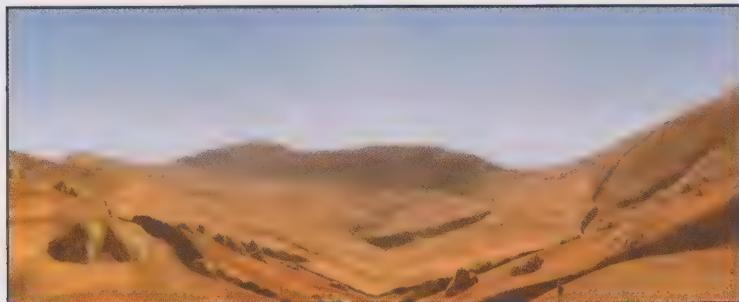




Dune Sea (above left) and a treacherous area near Mos Espa (above right). Below are concepts for Tatooine interiors, perhaps in homes belonging to the planet's wealthy elite.



# TATOOINE



Krayt Graveyard (top), in-game Tatooine desert (above left), and still from the original *Star Wars* (above right). Images of Ben's home on Tatooine from *Star Wars* (bottom left) and a Twi'lek in a Tatooine City (bottom right).



# Environment/Wildlife

By all accounts, Tatooine is a dangerous planet. However, the team also wanted it to serve as a starting location for new characters. To allow for a wide range of creatures of all difficulty levels, the team created several new animals. In addition, the artists spent a great deal of time reconciling various different images of existing creatures, such as the womp rat and the krayt dragon.



The predatory bocatt (above), aggressive rock mite (right), and languid worrt (below).



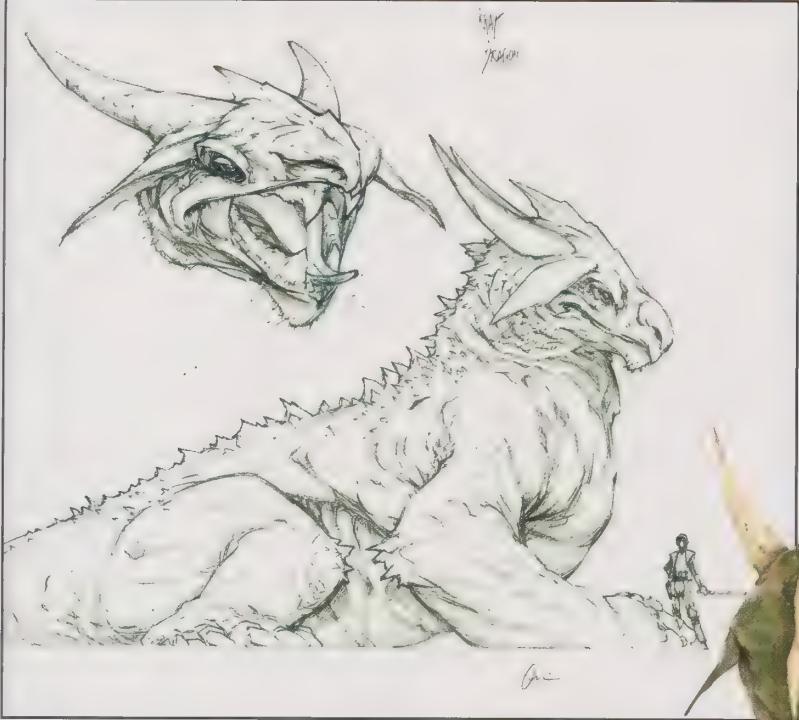
# TATOOINE



Womp rat concept art, which reconciled existing concepts, and final models.



A bantha herd from *Return of the Jedi*, and two in-game bantha models



Clockwise from above: *Star Wars Galaxies* concept art for the krayt dragon; the krayt on Tatooine; a variant krayt dragon with a greenish hue; a krayt dragon skull from the Krayt Graveyard; artwork of the krayt from a Dark Horse comic book.

Published by Dark Horse Comics, Inc.





# YAVIN 4



A mysterious jungle planet known for its strange temples and ruins, Yavin 4 housed the Rebel Alliance's primary base until shortly after the destruction of the first Death Star. Yavin 4 is one of several signature planets from the original *Star Wars* trilogy, and thus became a focal point for the art and design teams on *Star Wars Galaxies*.



Aside from working to establish the look of many creatures on Yavin 4 (some of which had been named but never depicted), the artists created many concepts for the various temples on the lush world. These ranged from the interior of the Rebel base (portions of which are seen in *Star Wars*) to sinister, Sith temples referenced in comics and other sources.

# YAVIN 4

## Environment/Wildlife

Yavin 4 is rich with flora and fauna. Dozens of plants and animals have already been identified through existing sources, but the *Star Wars Galaxies* team added to this wealth of material to increase the diversity in the jungles. Plants, in particular, were of special interest to the art team: colorful orchids and other flowering bushes add texture to the dense, green jungles, while towering kiteplants serve as landmarks for explorers.



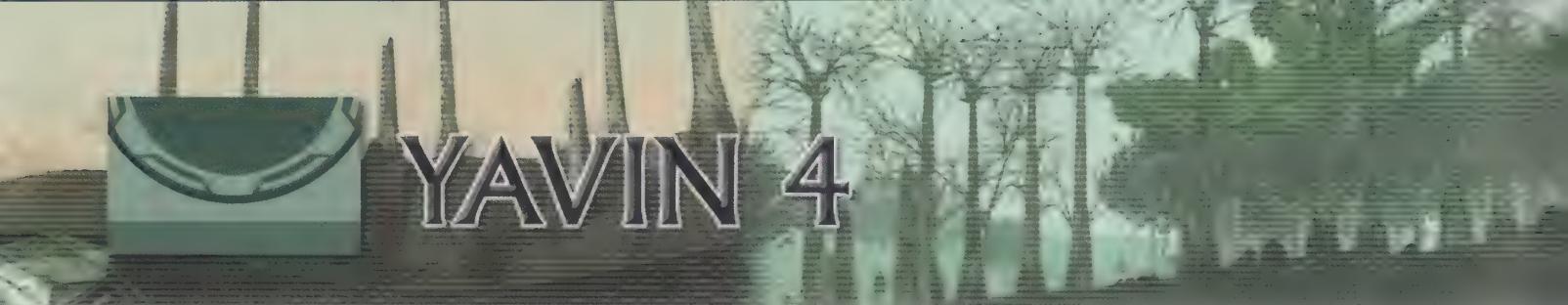
Concepts for Yavin 4 flora.





Additional flora concepts, many of which are dangerous to the touch.





# YAVIN 4



Concept for a damaged Sith temple (above);  
the Great Massassi Temple from the original  
Star Wars (right).



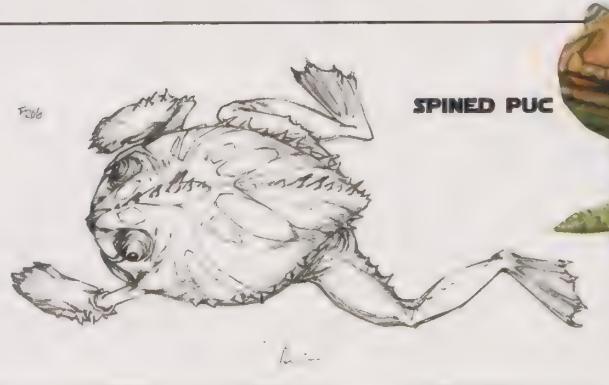


### MAMIEN



A host of Yavin 4 creatures, in first concept and final execution. The woolmander (bottom right) changed significantly based on new reference material.

### SHEAR MITE

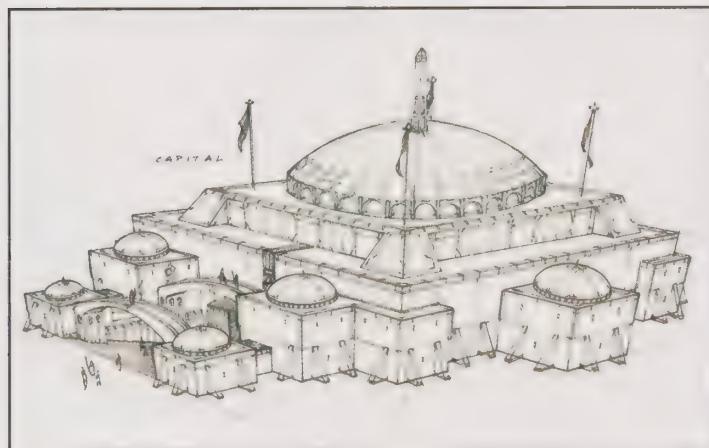


# ARCHITECTURE

One of the major challenges faced by the *Star Wars Galaxies* team involved creating “municipal structures,” such as banks and hospitals, that would be recognizable regardless of environment, yet fit into the *Star Wars* universe and allow for some modifications based on planet.



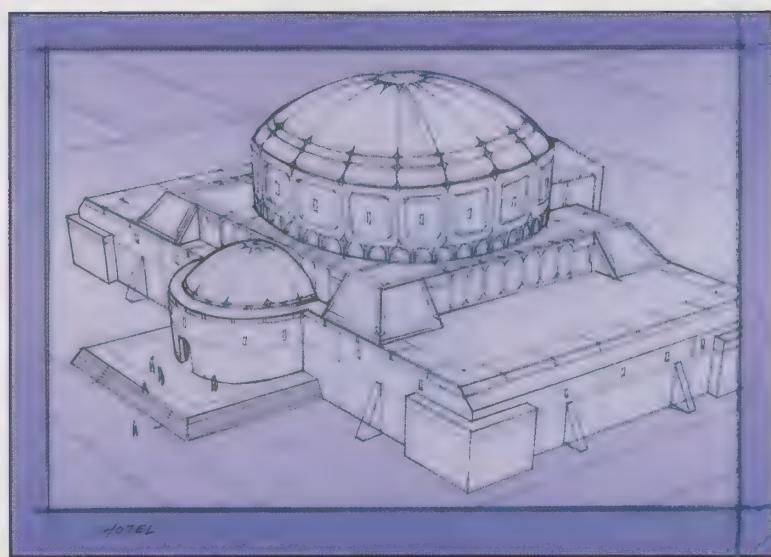
Corellian cityscape (left) at night and an early concept for the Emperor's Retreat on Naboo.



A large capital building for Naboo (above) and the ominous prison facility on Dathomir (right). In the final game, the prison building shown here is at the heart of a mazelike compound.

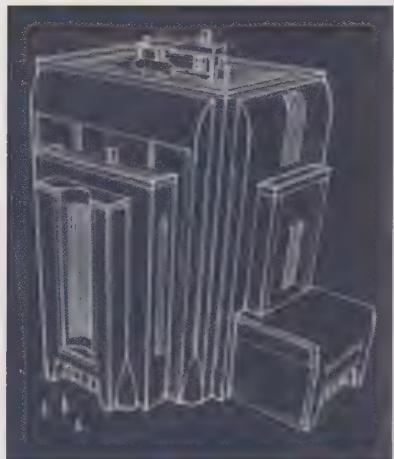
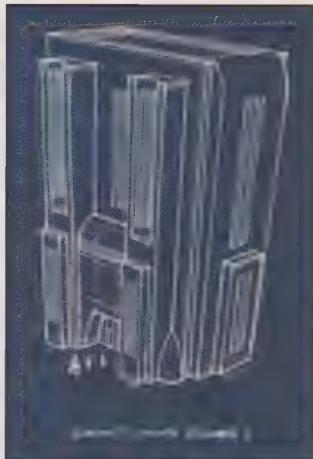
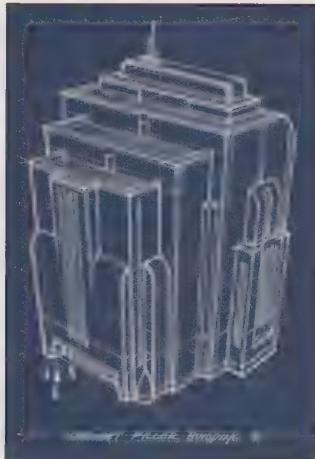


**Dathomir Prison Facility**



Hotel concept (above); additional art for the Emperor's retreat on Naboo (above left); art for Palace of the Woolamander on Yavin 4 (left).

# ARCHITECTURE

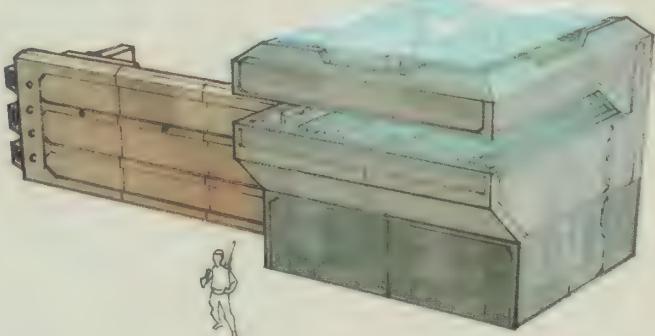


Various building treatments for Coronet, the primary city on Corellia, and a screenshot of the final buildings (below).



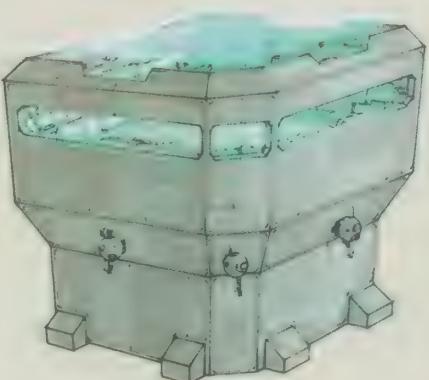


### Military Base Gate Housing



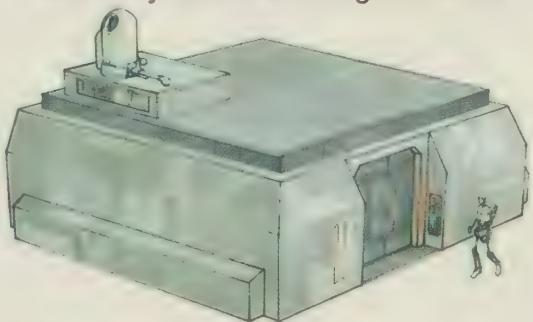
This is the housing for the rusty, creaky gate to roll back into. It is also a lightly armored guard tower. The blueish force field ceiling allows guards to watch for attacks from above. Stairs lead up the back of the building to the room above.

### Military Base Guard House



This is the strongest "tower" that a player can build in the military base. It has stairs that lead from the inside of the compound up through the center of the guard house to the main guard room above.

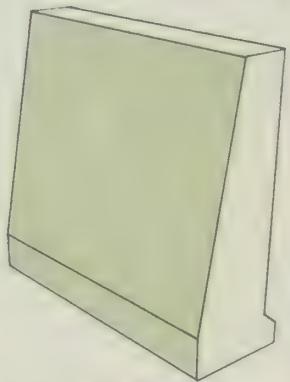
### Military Base Storage House



This building is used by players to store things in the military base.

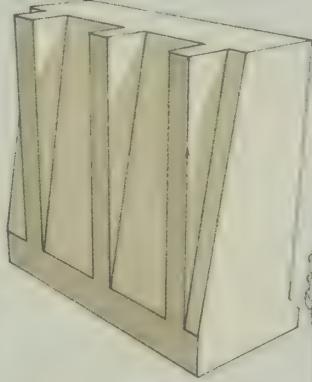
Modular military structures, such as walls and guard houses, play an important role in creating Imperial and Rebel outposts.

### Military Base weak wall



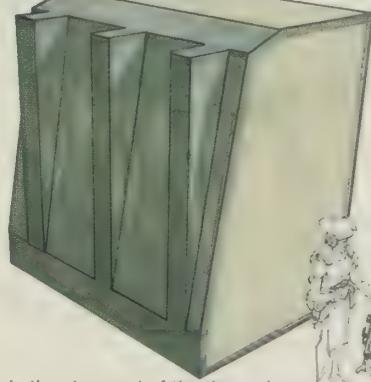
This is the small player-made military base wall. It's made of concrete and is built in 8 meter segments. A bit thinner than the medium size wall.

### Military Base Wall



This is the medium size wall in the player-made military base. Made of cement, it's built in 8 meter segments.

### Military Base strong wall

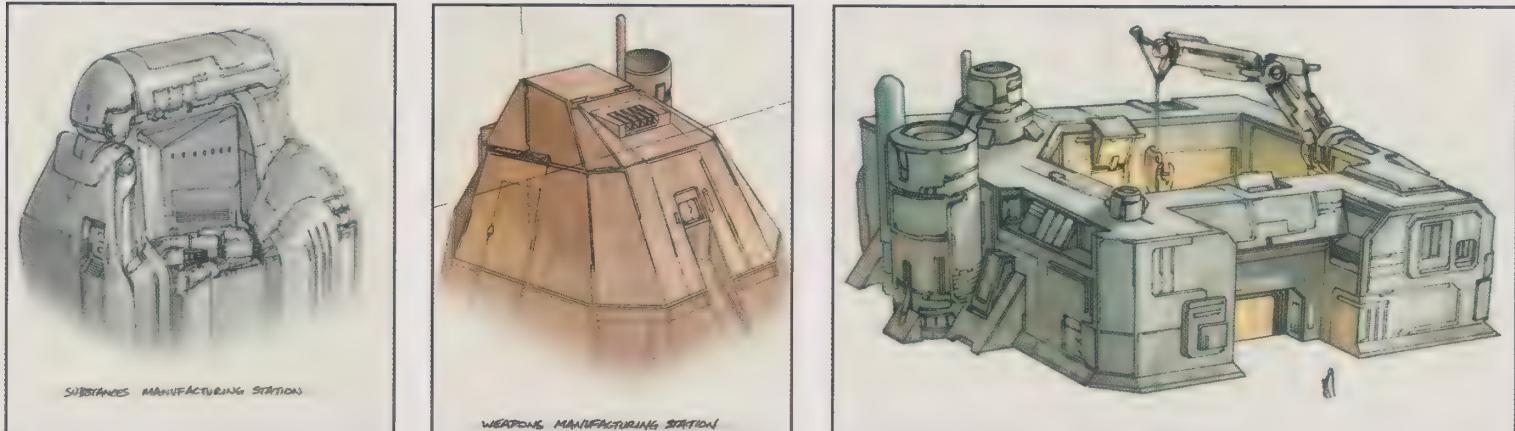


This is the strongest of the three player-made military base walls. It's made of concrete overlaid with steel panels. It's also the thickest of the walls. Build in 8 meter segments.

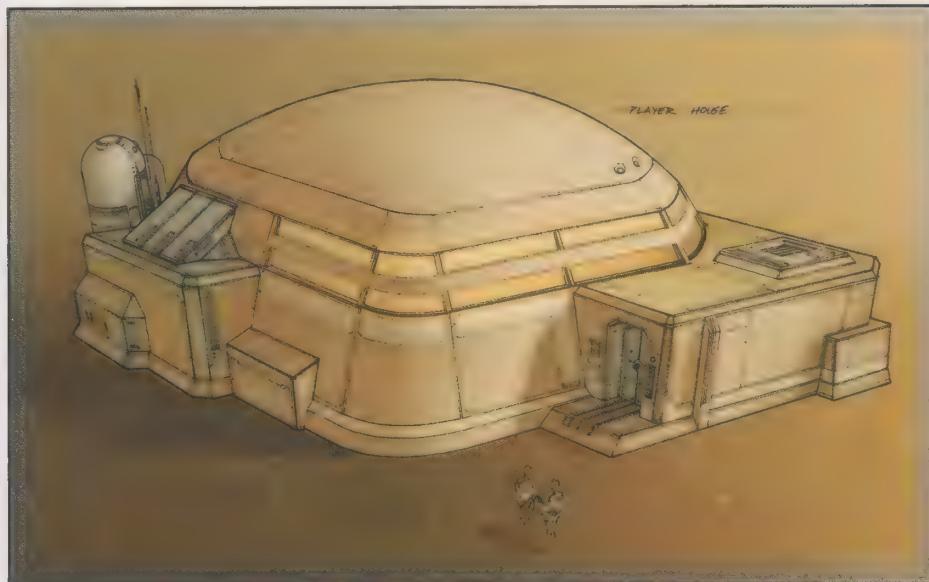
# ARCHITECTURE



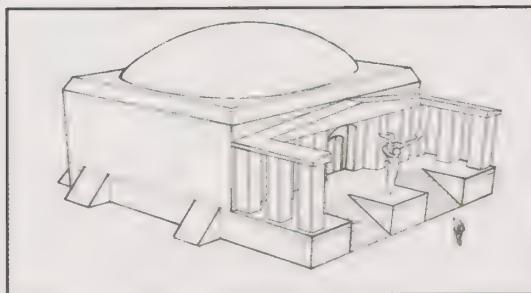
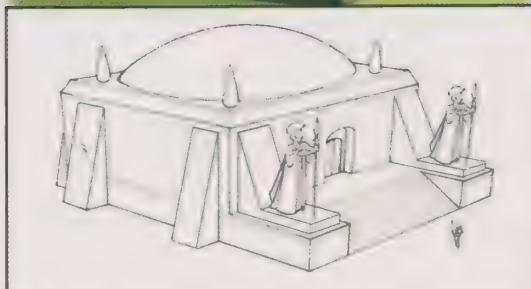
The artists created dozens of different mining structures, such as the liquid harvester above.



Above: Manufacturing stations and facility.



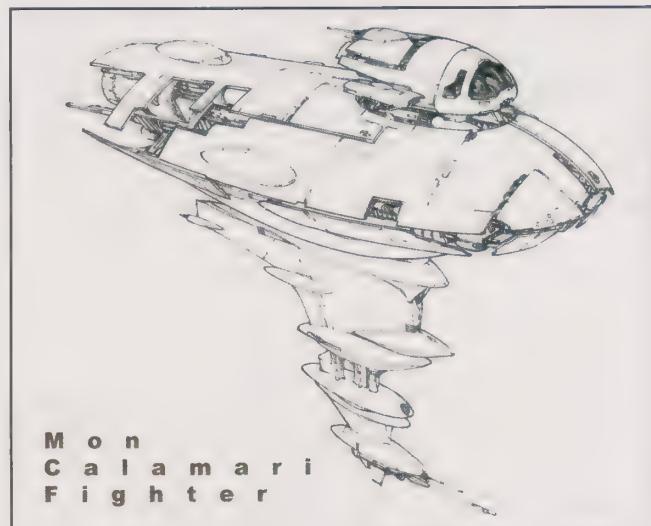
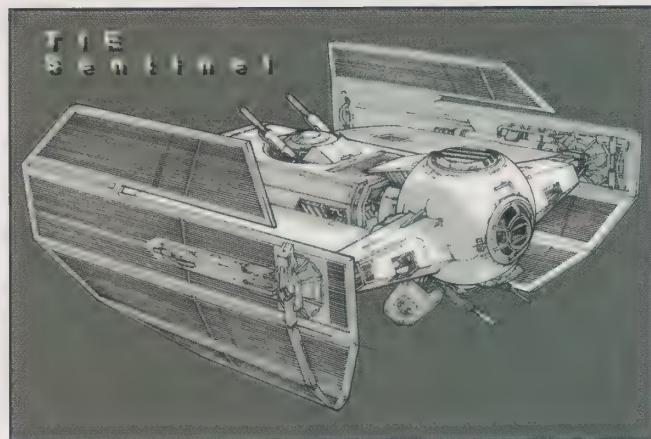
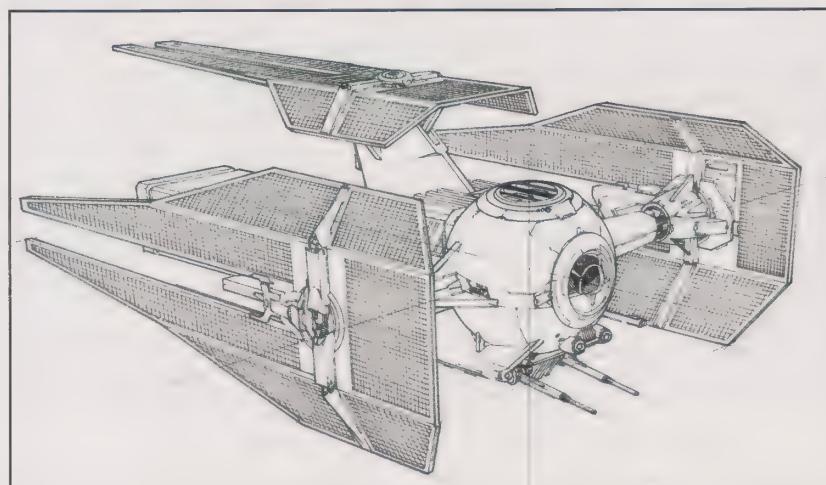
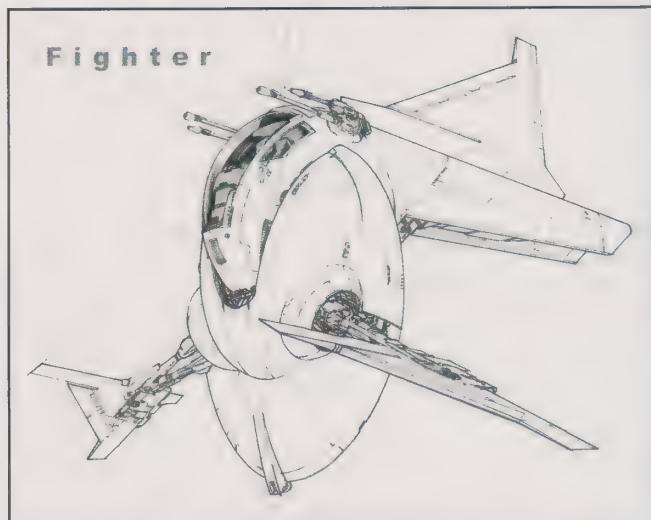
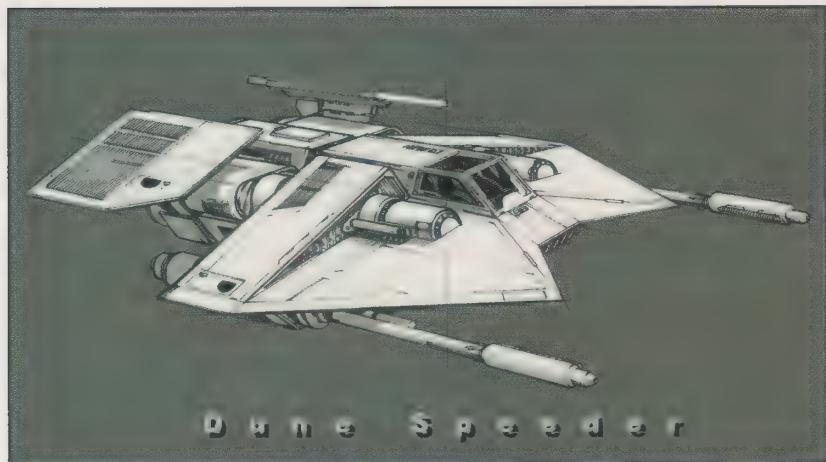
Early concepts for player housing (left and below). Player housing in the game retains the concept of large, open patios introduced by the bottom piece.



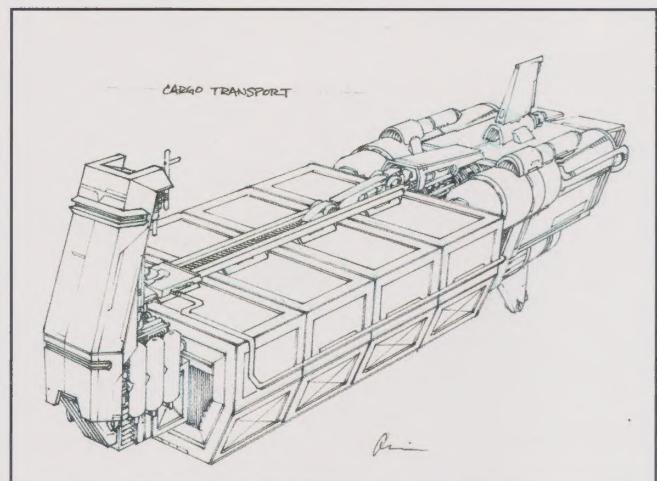
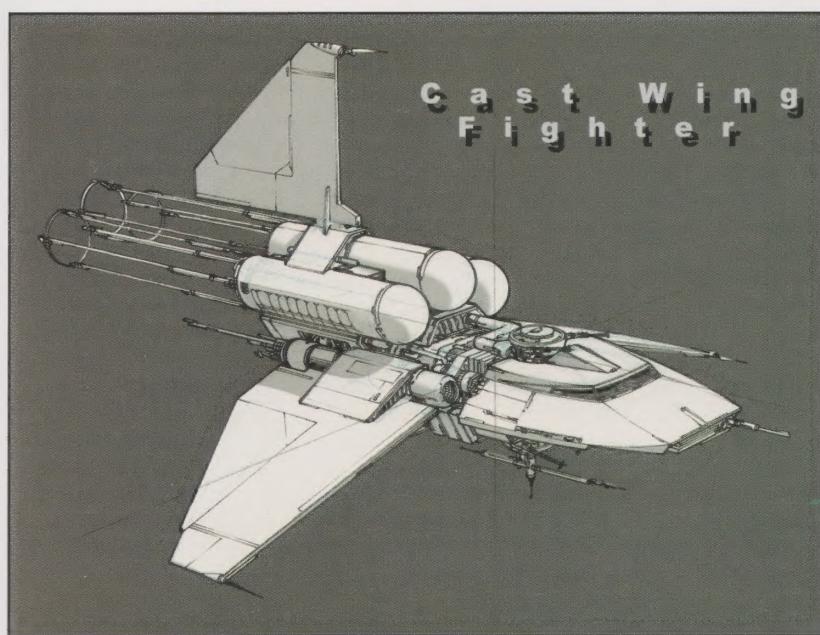
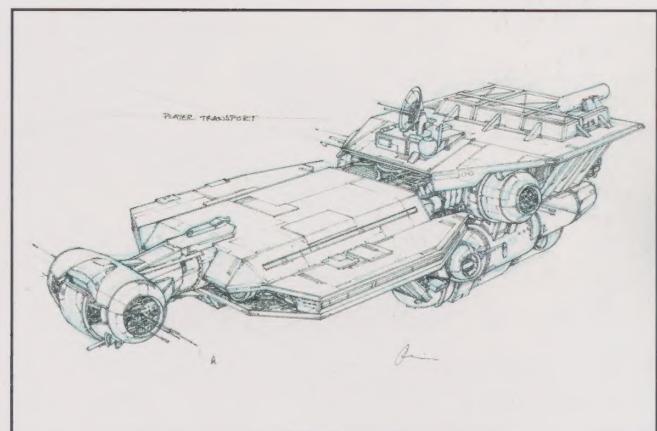
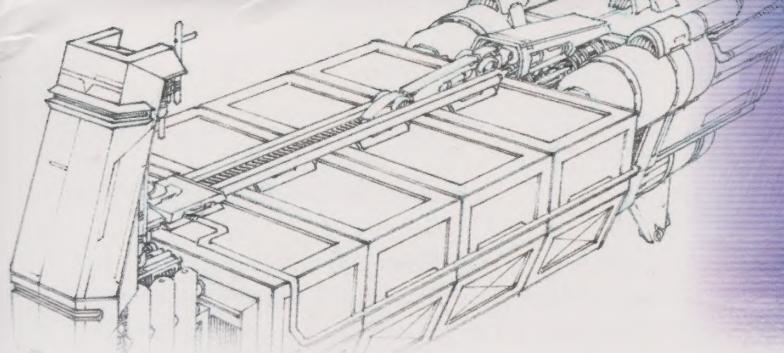
Final concepts for guild halls (left), and the combat guild hall in-game (above left).

# STARSHIPS

The *Star Wars Galaxies* team is already working on its first expansion, which will allow players to own and pilot their own starships. The artwork that follows is a first glimpse at some of the new designs the team has imagined for player-owned vehicles in the upcoming space expansion.



All of the above fighters incorporate elements from existing vehicles. The dune speeder, for example, is reminiscent of the snowspeeder, while the unnamed fighter (upper right) draws on design elements from Boba Fett's Slave I starship.



Clockwise from top left: Concept for the space station used in the in-game tutorial; a planetary shuttle; the interplanetary transport; a generic cargo transport; and a concept for a starfighter combining elements from the Y-wing starfighter and the Imperial shuttle.

# The art of Donato Giancola

Donato was commissioned to create an illustration that caught the energy and imagination behind *Star Wars Galaxies*.

"Renaissance *Star Wars*. That's what I had in mind when I received the call to work on this dream commission—my first in the universe of *Star Wars*. I love to meld the story telling, portraiture, sensational lighting, and compositional structures from Renaissance art into the visions of science fiction. Pulling inspirations from art history makes the characters more "human" and gives us a familiar context from which we can relate to the picture and feel like a participant."

Much in the same way that Botticelli would compose his paintings, every preliminary sketch was about a story and crammed with details relevant to its narration: the dart of the eyes, gesture of a hand, nod of a head in secrecy. A final composition was achieved through an incredible collaborative process which allowed me to experiment with a great deal of creativity while solving the enormous number of constraints which would make this illustration successful as a magazine cover, poster, packaging art, and included the eight main creatures you can play in the *Star Wars Galaxies* universe. Whew! Somehow we pulled it off. The setting suns place us upon Tatooine while providing the painting with a dramatic internal light source flooding the scene with a unifying orange glow. The characters pause in flight, trapped between the threat in the background and the unknown which you the viewer represent, drawing you into the *Star Wars* universe as a player, not just voyeur.

This is one of the most thrilling commissions I have ever worked on."

Donato Giancola







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